COLLECTOR'S EDITION STRATEGY GUIDE

StarCraft II
HEART OF THE SWARM™

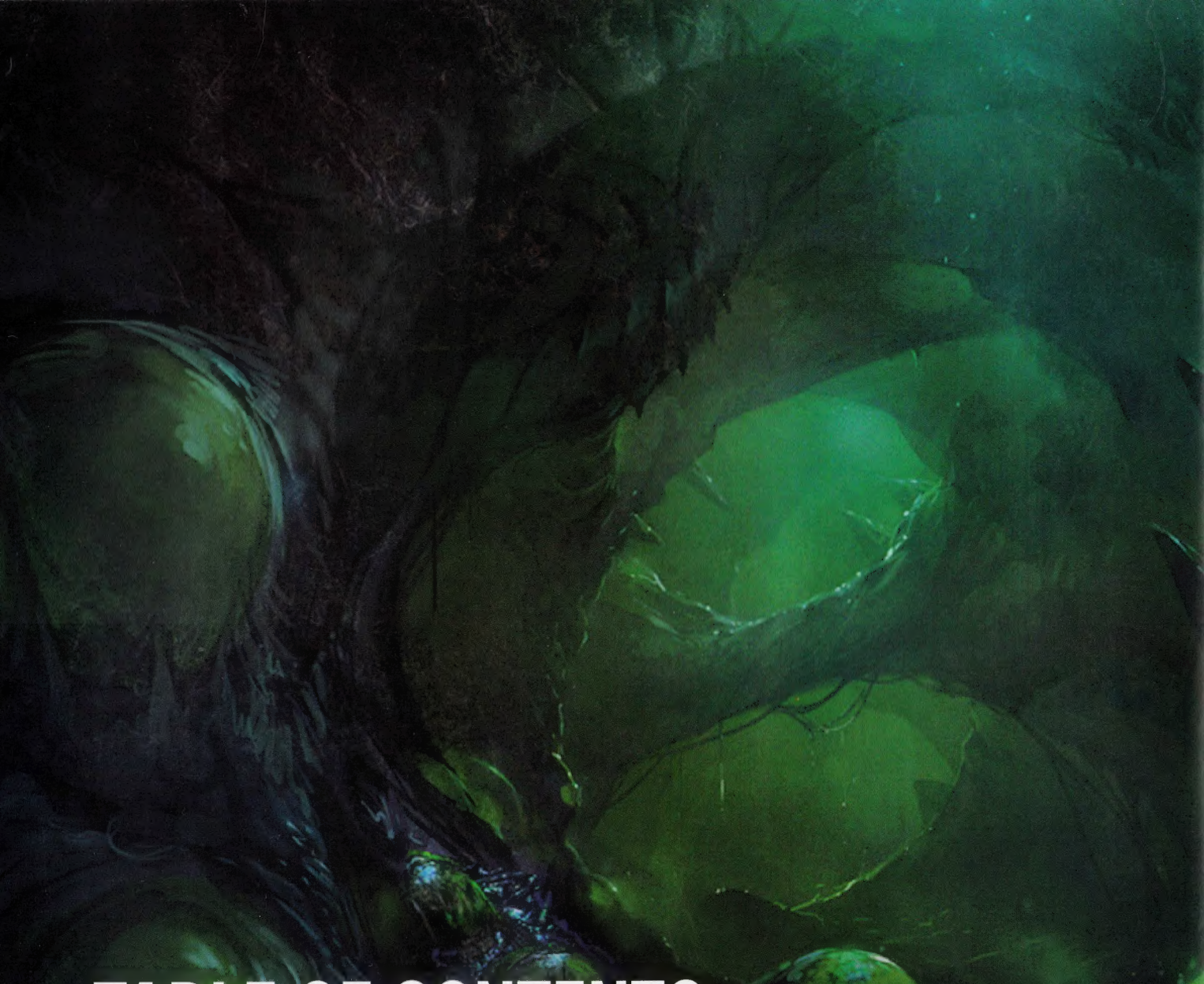


TABLE OF CONTENTS

CAMPAIGN

BASICS 10

INTRO 14

THE UMOJAN PROTECTORATE MISSIONS

LAB RAT 18

BACK IN THE SADDLE 24

RENDEZVOUS 32

THE KALDIR MISSIONS

HARVEST OF SCREAMS 40

SHOOT THE MESSENGER 46

ENEMY WITHIN 52

THE CHAR MISSIONS

DOMINATION 58

FIRE IN THE SKY 64

OLD SOLDIERS 70

THE ZERUS MISSIONS

WAKING THE ANCIENT 76

THE CRUCIBLE 82

SUPREME 88

THE DOMINION SPACE MISSIONS

WITH FRIENDS LIKE THESE 94

CONVICTION 100

THE SKYGEIRR STATION MISSIONS

INFESTED 106

HAND OF DARKNESS 112

PHANTOMS OF THE VOID 116

THE KORHAL MISSIONS

PLANETFALL 122

DEATH FROM ABOVE 128

THE RECKONING 134

THE EVOLUTION MISSIONS 140

MULTIPLAYER

MP INTRO 168
BEGINNER'S GUIDE 172
MULTIPLAYER 200
UNITS AND BUILDINGS
Terran 266
Protoss 292
Zerg 314
MAPS 336
ACHIEVEMENTS 355

THE STORY SO FAR

Heart of the Swarm picks up the story of Sarah Kerrigan, Jim Raynor, and their struggle against Dominion rule not long after *Wings of Liberty* left off. Here's how the game introduces this new chapter of the StarCraft saga:

With the disappearance of the Queen of Blades, the Zerg Swarm has been shattered.

Jim Raynor's rebel forces have smuggled Sarah Kerrigan off Char, leaving the planet to General Warfield and the Dominion. Meanwhile, the powerful xel'naga artifact has disappeared.

In a hidden base in the Umojan Protectorate, Raynor and Prince Valerian have begun conducting tests to ensure that Kerrigan's return to humanity is complete.

But they are running out of time. Throughout the sector, Emperor Mengsk's forces carry out a relentless hunt for the Dominion's most hated enemy: Sarah Kerrigan.

SINGLE-PLAYER

THE BASICS

The *Heart of the Swarm* Campaign follows the same design progression as its predecessor, *Wings of Liberty*. The Campaign introduces the basic gameplay elements to players new to the StarCraft universe in several tutorial-style missions, and then gradually ramps up the difficulty level. As in *Wings of Liberty*, the early missions are quite forgiving, whereas the endgame missions challenge you to deploy massive armies across sprawling maps.

DEVELOP A HOTKEY SYSTEM!

The most important gameplay skill you can learn for *StarCraft II* is this: create your own hotkey system, and then master it. And by "mastering" a hotkey system we mean burn it into your unconscious mind so it haunts your dreams.

Always assign hotkeys to critical units and groups and structures. But just as important, always be consistent about these hotkey assignments from mission to mission, game to game, scenario to scenario. Set it up any way you want, but do it *consistently*.

Some examples are listed below:

- Always hotkey your Hatchery so you can instantly pop back to your hive cluster to check on base defense and production queues.
- Always assign separate hotkeys to specific unit groupings, such as your main strike force (usually a balanced mix of units led by Kerrigan), your primary flying squadron, your "tanks" (big tough units like Aberrations or Ultralisks that absorb punishment), your mobile base defense force, your reconnaissance team, or your structure-busting Banelings.
- Always assign the *same* hotkey to specific types of unit groupings every mission. For example, we always hotkey our Hatchery as 1, our Kerrigan-led strike force as 2, our flyers as 3, and so on. If you use the same key for the same group type every mission, hitting those hotkeys will become a reflex action for you.
- It is particularly important to hotkey any units you send out as scouts. Scouts are usually weak, expendable units who die fast when they stumble into the lethal trouble they are looking for. You want to get a glimpse of what the scout has discovered before the poor guy gets obliterated.
- Assign a single hotkey to groups with special mutation abilities so you can quickly select and activate the mutation if you want (e.g., mutating Zerglings into Banelings or Corruptors into Brood Lords).

ZERG TACTICS

You control Zerg forces in the Heart of the Swarm *Campaign, so our Basics section focuses primarily on the Zerg race.*

BASIC ZERG STRATEGY

Typically, Zerg strategy tends to be more attack-oriented, especially in the early game, with an emphasis on speedy troop production (i.e., the dreaded "Zergling rush") for scouting, raiding, and quick expansion. However, the Campaign missions give you the ability to play more defensively if you wish.

Zerg Advantages

For valuable tips on the advantages you can leverage while directing the Zerg race, check out the highly informative "Zerg Army" chapter of this book's Multiplayer section.

GAME PHASES

Most single-player missions unfold in recognizable phases. Generally, the early phase is about base building and reconnaissance; the middle phase is about expansion to new resource sites; and the endgame is about amassing superior numbers to overwhelm your foe in a final showdown.

However, not all missions conclude with the destruction of your enemy's base or force. Some feature less conventional objectives: destroying waves of escaping shuttles, or eating enough biomass to grow and evolve, or simply holding out against multiple columns of enemy forces until a critical event occurs. Sometimes you'll have to adapt to changing objectives on the fly.

Note also that aspects of each game phase apply to other phases, and that phases overlap. All that said, let's take a look at how a typical mission unfolds.

EARLY GAME: ESTABLISH & EXPLORE

Command decisions made in a mission's first five minutes can mark the difference between a clean, efficient victory and a long, painful slog marked by setbacks, or even failure. Good early choices certainly make things much easier in later phases.

For Zerg, the typical early focus is to establish a fast-producing, adequately defended hive cluster buoyed by a robust resource-gathering operation. We also recommend some early recon work.

Our tips for the early game:

- When most Campaign missions start, you already have a Hatchery in place and your Drones automatically start mining nearby Mineral Fields. If no Hatchery exists, immediately order a Drone to mutate into one. When that structure is complete, quickly direct all Drones to start gathering minerals.
- Mutate as many new Drones as your initial funds will allow. In most Campaign missions, your Hatchery's rally point for Drones is preset in the midst of the nearby Mineral Fields. Thus newly mutated Drones automatically begin to gather minerals the moment they emerge.
- Important: Morph another Overlord to raise your unit cap! Keep mutating additional Overlords periodically over the course of the mission.
- Most Campaign missions start with a Spawning Pool already in place. If not, order a Drone to mutate into a Spawning Pool as soon as possible. You need a Spawning Pool in order to produce your basic Zerg warrior, the Zergling.
- Start mutating Zerglings from the Larvae at your Hatchery. In swarms, Zerglings are vicious and deadly. But you need a fair-sized pack (minimum 10-12) for Zerglings to be most effective: they can surround foes but need plenty of claws and teeth to take out more powerful enemies quickly. In smaller groups Zerglings can be easily overwhelmed.
- Start building Spine Crawlers in your hive cluster. Your goal is to put at least one of these defensive structures in each obvious approach route leading into the base.
- When Swarm Queens are available, birth one from your Hatchery. These valuable support units can heal nearby friendly troops. Keep a Swarm Queen posted in your hive cluster as well. Note that queens have anti-air capability and can also spawn Creep Tumors to spread creep over the battlefield.
- Make 2-3 more Overlords.
- Morph a secondary squad of 10-12 Zerglings, add a Swarm Queen, and keep this group in the center of your base. This is your mobile response defense force. Assign a hotkey to this squad.

At this point you've got a solid defense in place for fending off enemy raiders in the early stages of a standard mission. However, your hive cluster isn't fully secure or developed yet, and you need infrastructure in place for the expansion that lies ahead in the mid-game phase. Plus you should start getting a sense of what's lurking out there in the fog of war.

- Send out a few cheap scouts (Zerglings or even Drones) to get a peek up the road. Try to locate new resources (Mineral Fields and Vespene Geysers) as well as enemy bases and deployments.
- Tip: Assign a hotkey to each scout so you can switch your view to him quickly, especially if he's getting attacked. A lone scout will die fast if he wanders into an enemy assault team or a bustling base. Quickly double-tap the scout's hotkey to get a good glimpse of the area before he goes down!
- Mutate Extractors atop nearby Vespene Geysers. Assign three Drones to work each Extractor.
- Keep mutating new Drones for mining and gas delivery. You want at least three Drones for every Mineral Field and three for each Extractor. Make sure you have no idle Drones! Put them all to work.
- Once your harvesting operation is humming and resource collection is maximized, start mutating structures that unlock new units for mutation: Roach Warren, Hydralisk Den, Spire, and so on. Tip: Build new hive structures *behind* your Hatchery and Mineral Fields, if possible.
- Mutate an Evolution Chamber. You can also upgrade your unit capabilities (armor, attack, etc) in the Evolution Chamber.
- Place at least one Spore Crawler in every obvious approach route into the base. Root a Spore Crawler near your Hatchery and Mineral Fields too, just in case enemy air units slip past your perimeter defenses.
- Be sure to post defense troops and/or a Spine Crawler near each Spore Crawler—Spore Crawlers are defenseless against enemy ground units.
- Beef up your primary strike force with new units. Make sure you produce troops that best counter the enemy forces revealed by your scouts on the map.

MID-GAME: EXPANSION

Once you've got a well-established hive cluster and a good idea of what's happening out on the map, it's time to start expanding your operations.

- Spread creep outward from the Hatchery. Move Creep Tumors to the forward edges of the flow, and use Swarm Queens to plant new tumors as well. Remember that Zerg units move faster over creep than on regular ground—a 30 percent speed boost! Creep also provides automatic vision through the fog of war.
- Locate any expansion sites that you can secure and send a military force to protect it while a Hatchery is mutated. Once the Hatchery is finished and creep starts to spread, mutate some defensive structures in the new base.
- Track down any bonus resources or hidden goodies on the map. Flying units can't pick up bonus resources found on the map.
- Scout out enemy positions and figure out an avenue of attack… or, if you can't attack, set up a solid defense.
- Continue to build your Swarm and research new upgrades. Unless limited by the mission, you should always continue to build up your military forces!
- Evaluate any special military needs that are necessary for victory during the mission, be it a specific mutation or a large number of a particular type of unit.

ENDGAME: THE SHOWDOWN

Once you've fully established your resource operations (including a secondary Hive or two), secured a few bonus objectives, and built a sizeable Swarm, it's time to finish off your opponent.

As Zerg, you typically rely on superior numbers to overwhelm foes in frenzied rushes. Your race's economy has evolved to let you quickly and cheaply produce large hordes of troops, and if you've been diligent in spreading creep, your reinforcements flow with great speed across the battlefield to hotspots.

Note that some missions do not follow a standard "build up base, expand and attack" model at all, and there may be very significant environmental hazards that must be dealt with. Be sure to see the specific mission walkthrough for more information on special missions.

- Move a massed army of units to tackle each objective area. Strike with maximum force so that you take minimal losses.
- Deploy multiple Swarm Queens in your massed army for maximum healing out in the field.
- Leave enough of a defensive force at threatened bases or areas to hold the line. Be sure to keep at least one Swarm Queen in every base.
- Rebuild lost forces and rally them to a position where they can soon rejoin your offensive army.
- Focus on each objective in order, unless you have a critically pressing need to split up your force.
- Tackle any remaining special or bonus objectives that require specific action before you finish a mission.

BASE BUILDING & RESOURCE GATHERING

Base building techniques for the Zerg are more basic than with the other two *StarCraft* races—just get your economy up and running, pump out troops fast, and then fortify with a few Spine/Spore Crawlers. On missions where you have a restricted economy or military, you must make do with what you are given, and making use of your units more carefully becomes important.

Every mission is a production race at some level: Whoever cranks out more and stronger units usually wins, regardless of combat skill. But your production outflow depends on the inflow of raw materials. Creating an efficient mineral/gas collecting operation is perhaps the most fundamental skill to master in *StarCraft II*.

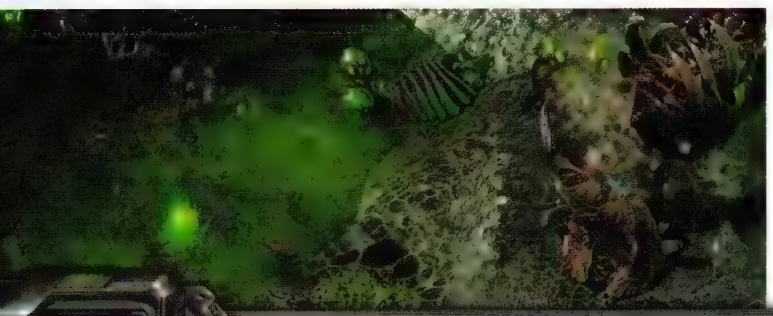
- Expand your Drone corps until you have three units mining each mineral cluster.
- Mutate an Extractor atop every defendable Vespene Geyser near your base. Assign three Drones per Extractor to the task of gas delivery.
- Protect your Drones. Their labor is the bedrock of your economy. Put up defensive structures near the Hatchery and Mineral Fields, and keep a mobile defense force nearby, ready to fend off raiders.
- Assign a single hotkey to all of the Drones working a specific resource site, and keep it updated to include any new Drones you deploy to that site. If the enemy launches a major raid on that supply line, you can select the entire Drone crew with a single keystroke and quickly pull them back behind your base defenses. Once the raid is repelled, you can reassign your Drone squad back to collection with a single hotkey press and click. Don't forget to reassign Drones to Extractors!
- In a pinch, Drones can fight. But remember that they're very fragile and easy to kill. Use them against only small squads of weaker enemies like Marines or Zealots. Otherwise, send them fleeing into your base or toward other units that can defend them.

- Always be on the lookout for new mineral and gas resources. Send out scouts until you've revealed the entire map.
- Remember that Rich Mineral Fields (yellow crystals instead of blue) yield 7 minerals per trip instead of just 5.

EXPANSION TIPS

In a typical Campaign mission, your initial forces start out in a base with plentiful resources nearby. But in many cases, you must find new Mineral Fields and Vespene Geysers and then outpace the enemy in extracting their raw materials. Indeed, a faster inflow of resources can offset weaknesses in combat skill. If you can build more stuff than your foe, you can be an inferior tactician and still kick his ass.

- Don't worry about aggressive expansion until your initial base is secure and its resource-collecting operation is humming along at high capacity. Higher-level players often ignore this suggestion, of course; they may go on the attack the moment their first grunts hit the field. In general, however, it's best to focus on development first.
- Scout early for other mineral/gas sites on the map. Try to keep an eye on them as you develop your home base.
- Watch carefully to see if your foe is expanding. His efforts directly affect yours. Don't let enemies drain resources from auxiliary sites without a fight!
- If your main base is secured and you find a defendable source of minerals and gas, it's worth the money to build an expansion hive cluster nearby. Start with a Hatchery and a full crew of Drones (3 per mineral patch, 3 per Extractor) guarded by a good mix of troops. When you can, add a Spine Crawler or two, then a Spore Crawler. Develop in the same way that you built your original base.



COMBAT TIPS

DAMAGE & HEALING

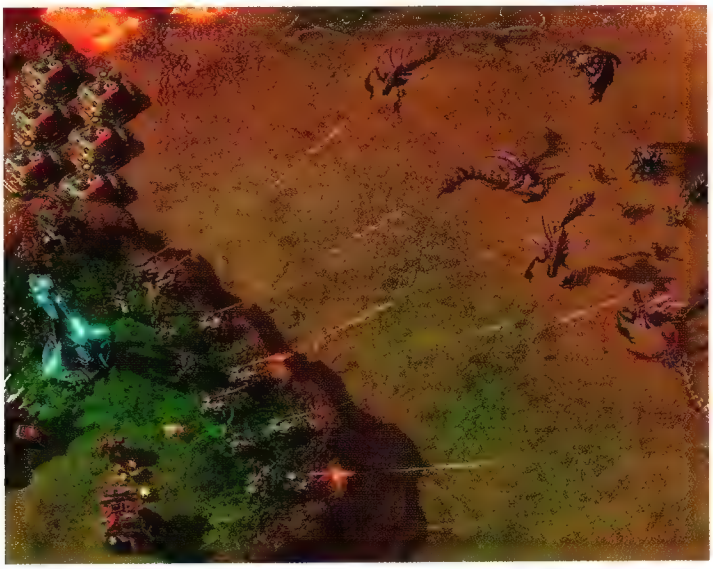
Taking damage does not decrease a unit's damage output. A near-dead Roach with only one red Life bar inflicts the same amount of damage as a Roach with full Life. So it makes sense to keep your units engaged in combat as long as possible, pulling a unit back for healing only when its overall Life dips dangerously into the red zone.

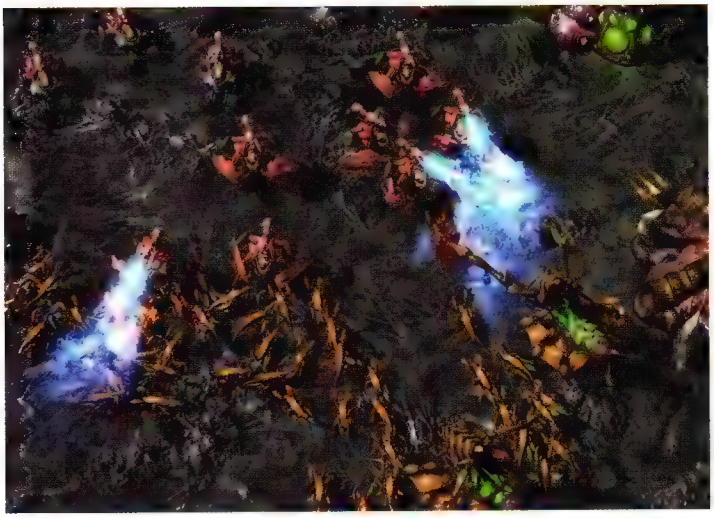
Healing existing units is considerably cheaper than training new units. Remember that a Swarm Queen can hasten the healing of any Zerg unit.

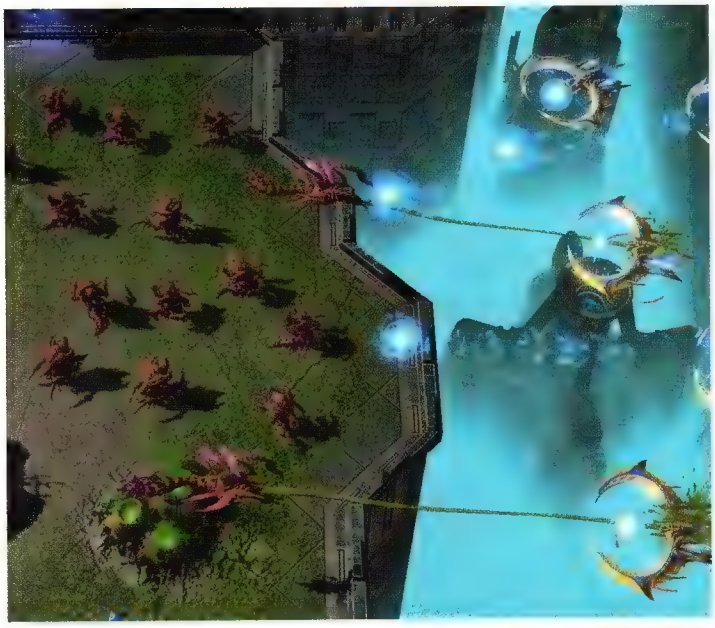
UNIT MATCHUPS & DEPLOYMENT

Know the capabilities, strengths, and especially the *weaknesses* of your specific unit types. For example, Hydralisks sacrifice toughness for a powerful ranged attack. Protect them with Roaches or Zerglings… or better yet, park them behind a line of tank-like Aberrations or Ultralisks, if available.

Another example: Mutalisks are highly mobile but not particularly durable. Try to exploit enemy weak spots with your flyers instead of attacking head-on through anti-air defenses.







Remember that some units deal bonus damage to specific types of enemy units. You can see this information easily in-game by mousing over a unit's weapons on its information pane. For example, a mutated Roach deals extra damage to an enemy's light armored units, and Banelings deal extra damage to enemy structures.

When facing large numbers of enemy units that are all of one unit type, you can build up counter force by creating units that have bonus damage against that specific unit type.

COUNTER UNITS: KNOW THEM COLD!

Check the Units pages under "Swarm Campaign" in the game's Help Menu. Here you can review information about each unit type (both Zerg and enemy) active in the current mission. Note that you find unit "counters" listed—that is, you can see which enemy unit types the unit you're viewing is strongest and weakest against.

For example, Zerglings are strong against Terran Marauders and weak against Terran Hellions. Your Roaches are just the opposite—strong against Hellions, weak against Marauders. Use this valuable information when deploying against an enemy force. If you face a squadron of fire-breathing Hellions, pull your Zerglings behind your Roaches and let the latter tear up the Hellions. If you confront a contingent of Marauders, swarm them with Zerglings and keep your Roaches back in the second rank.

There are a few special cases where units don't just deal bonus damage—they can flat out kill other units without retaliation. For example, air units with air-to-ground attacks can attack ground units that don't have an anti-air capability without fear of retaliation. If you have units with an air-to-ground attack (Mutalisks or Brood Lords), feel free to beat up on your opponent's ground forces. Keep in mind that some Terran ground units such as Marines and Thors do have anti-air weaponry.

Zerg have no cloaking tech, but you can burrow Zerg units. Burrowed Zerg (with one exception) cannot attack, but they cannot be seen either, unless your enemy has a detector unit nearby.

ATTACKING

Make use of fast moving or aerial units to scout out ahead of your army and figure out which units should engage to suffer minimal losses.

Always use the Attack-Move command to move troops across an active battlefield unless you're ordering an all-out retreat. When you issue a simple Move order, your troops stop shooting and move to the selected spot, ignoring any hostile forces along the way. Units deployed with Move won't fight again until they arrive at the designated spot. If you use Attack-Move instead, your units work their way to the same spot, but aggressively engage any enemy units they encounter on the way.

Group your units into large squads and concentrate ranged fire on single dangerous targets to eliminate them quickly.

DEFENDING

Spine and Spore Crawlers can uproot, walk to new locations, and then root again to attack. (Crawlers can only root in creep, however.) Use this unique ability to reduce your defensive expenditures by moving unused defensive structures to hotspots on the perimeter of your hive cluster.

The Spore Crawler is your basic detection unit, revealing enemy cloaked units. Keep in mind that uprooted crawlers lose their detection ability!

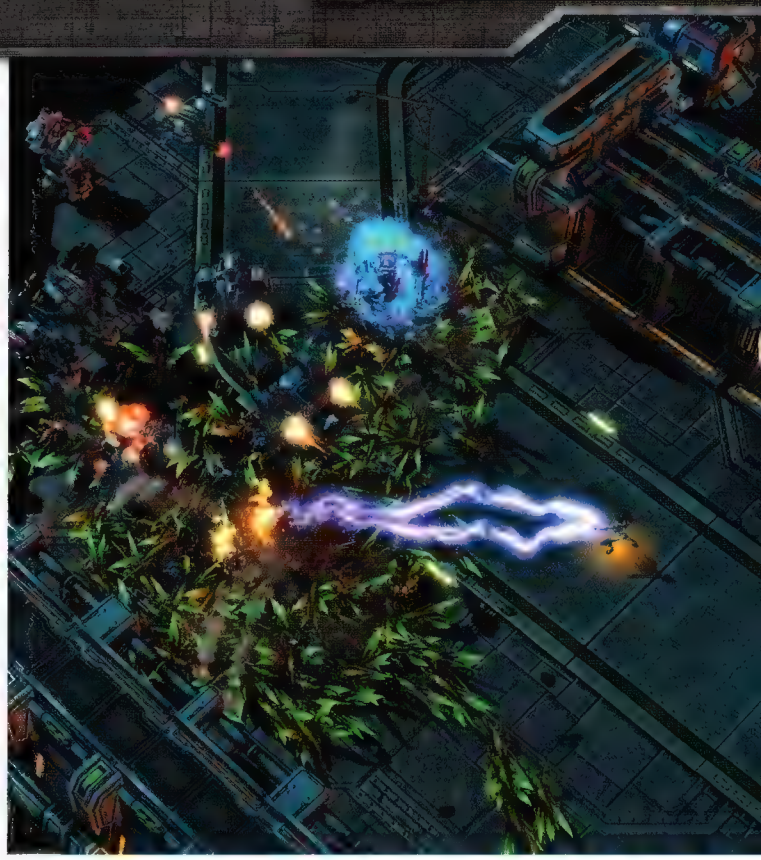
RECON & RAIDING

Aerial units (Mutalisks) and very fast moving ground units (Zerglings) are perfect for recon.

When setting out on a recon mission, accept that you may take some losses. That's okay—the cost of the information gained is almost always worth a few lost units.

For raiding missions, be sure to strike with a small, highly mobile force, eliminate or cripple your target quickly, and then withdraw before the enemy can retaliate.

Aerial units or cliff-jumpers make the best raiders, as they are unhindered by most terrain; you can hit your target from its least defended side. Zerg cliff-jumpers include Zerglings evolved to the Raptor strain and Banelings evolved to the Hunter strain. (To evolve these cliff-jumping strains you must complete the Evolution Missions for both unit types.)



UPGRADES: MUTATION AND EVOLUTION

Typical of the StarCraft universe, *Heart of the Swarm* lets you upgrade your Zerg units as you progress through the Campaign. You do this via mutations that add new capabilities. You can also complete special side quests called Evolution Missions that let you evolve entirely new strains of each Zerg species.

In addition, the game gives you a rich menu of powerful upgrades for your hero character, Kerrigan. You can unlock these special powers by accruing Kerrigan Levels earned when you complete certain primary and bonus objectives in the Campaign missions.

Before we review the game's upgrade options, here are a couple of general tips on upgrading your Zerg units:

- In the early going, having more units (and thus more attacks per second) is preferable to having upgraded attacks. In other words, don't sacrifice troop production to the expensive activity of upgrading your capabilities—not right away, at least. Spend the bulk of your early funds on amassing troops. Attack and armor upgrades are valuable in the long run, but also expensive and time-consuming to acquire.
- Later, if you have plenty of Zerg troops in the field and extra cash available, we recommend that you choose Evolution Chamber upgrades that boost your units' attack stats first. Enhanced attacks make it easier to use your advantage in sheer numbers to overwhelm enemies. However, more durability (i.e., better armor) can certainly benefit the Zerg as well. Identify which upgrades complement your preferred style of play.

LEVELING UP KERRIGAN

In the *Heart of the Swarm* Campaign, after you complete the first set of three missions in the Umojan Protectorate you choose whether to travel next to Kaldir or Char. The next mission—either "Harvest of Screams" on Kaldir or "Domination" on Char—introduces a new concept: you can make Kerrigan more powerful by leveling her up.

Here's how it works: When you complete main and/or bonus objectives in many of the Campaign missions, you earn rewards called Kerrigan levels. Gaining these levels lets Kerrigan acquire new abilities and boosts her stats.

When you're in the Leviathan nerve center, just click the Kerrigan button at the bottom of screen to enter Kerrigan's personal chamber. Here you can view and customize her ability set, based on how many Kerrigan levels you earned in previous missions.

For example: If you arrive at Kaldir directly from the Umojan Protectorate missions and then complete all objectives in the "Harvest of Screams" mission, you end up earning 8 Kerrigan Levels—1 free level plus 7 levels earned from the mission (5 from completing main objectives, 2 from bonus objectives). Then, if you complete all bonus objectives in the next Kaldir mission, "Shoot the Messenger," you gain 3 more Kerrigan Levels, for a total of 11.

Once you acquire a minimum of 10 Kerrigan Levels, the next time you enter her chamber she emits a bright burst of power and you gain access to a new tier of abilities—the first upgrade offers you a choice between Zergling Reconstitution and Improved Overlords. Take your pick. (We like the latter choice, with its instant Overlord spawn and 50% more supply per Overlord.)

Note that Kerrigan's abilities always unlock in tiers: you can choose only one ability from each tier. Also note that some abilities are triggered actively—to use an active ability, you select it from Kerrigan's command card during a mission. Others are "passive" in that they always apply—you don't have to do anything to trigger these abilities.

THE EVOLUTION CHAMBER

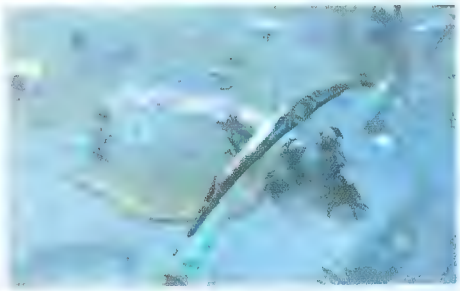
When you visit the Evolution Chamber on the Leviathan for the first time, Kerrigan meets Abathur, the Zerg Swarm's genetics master. Abathur is responsible for the ongoing evolution of the Zerg species. His obsession is to evolve a race with an ever-increasing efficiency of purpose. Check in with Abathur in the Evolution Chamber between missions to see if he has new species mutations or Evolution Missions available.

SPECIES MUTATIONS

If a species has mutations available, you can click on the representative of that species behind Abathur in the Evolution Chamber to view your three choices. As Abathur explains, your choice here is not permanent. You can return to the Evolution Chamber between missions and switch to a different mutation if you want.

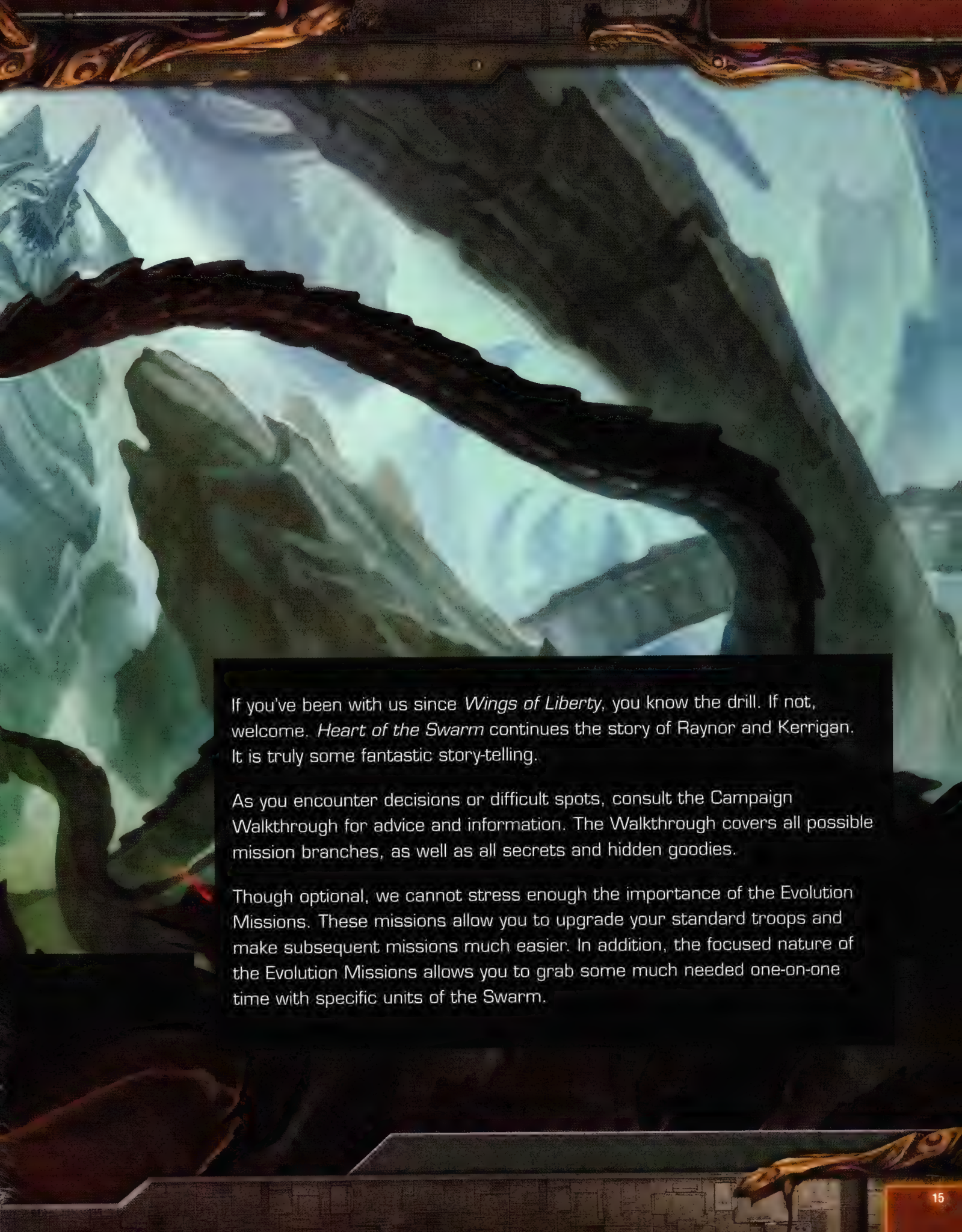
EVOLUTION MISSIONS

If you've unlocked an Evolution Mission and click the flashing button in the Evolution Chamber, Abathur will report that he has two new strains of a species available, but their genetic sequences are mutually exclusive: only one strain can be chosen, the other discarded. Abathur then sets up a pair of test environments so that you can take each strain for a "test drive" and make an informed decision.



We highly recommend that you play each Evolution mission the moment it becomes available—i.e., *before* you go on to the next Campaign mission. Each Zerg species will gain a highly effective new capability regardless of which strain you choose to evolve.

CAMPAIGN



If you've been with us since *Wings of Liberty*, you know the drill. If not, welcome. *Heart of the Swarm* continues the story of Raynor and Kerrigan. It is truly some fantastic story-telling.

As you encounter decisions or difficult spots, consult the Campaign Walkthrough for advice and information. The Walkthrough covers all possible mission branches, as well as all secrets and hidden goodies.

Though optional, we cannot stress enough the importance of the Evolution Missions. These missions allow you to upgrade your standard troops and make subsequent missions much easier. In addition, the focused nature of the Evolution Missions allows you to grab some much needed one-on-one time with specific units of the Swarm.

CAMPAIGN WALKTHROUGH

HEART OF THE SWARM

INTRODUCTION

The *StarCraft II: Heart of the Swarm* Campaign unfolds over the course of 20 primary missions plus an additional seven optional (but highly recommended) "evolution" missions that let your Zerg units develop powerful new abilities.

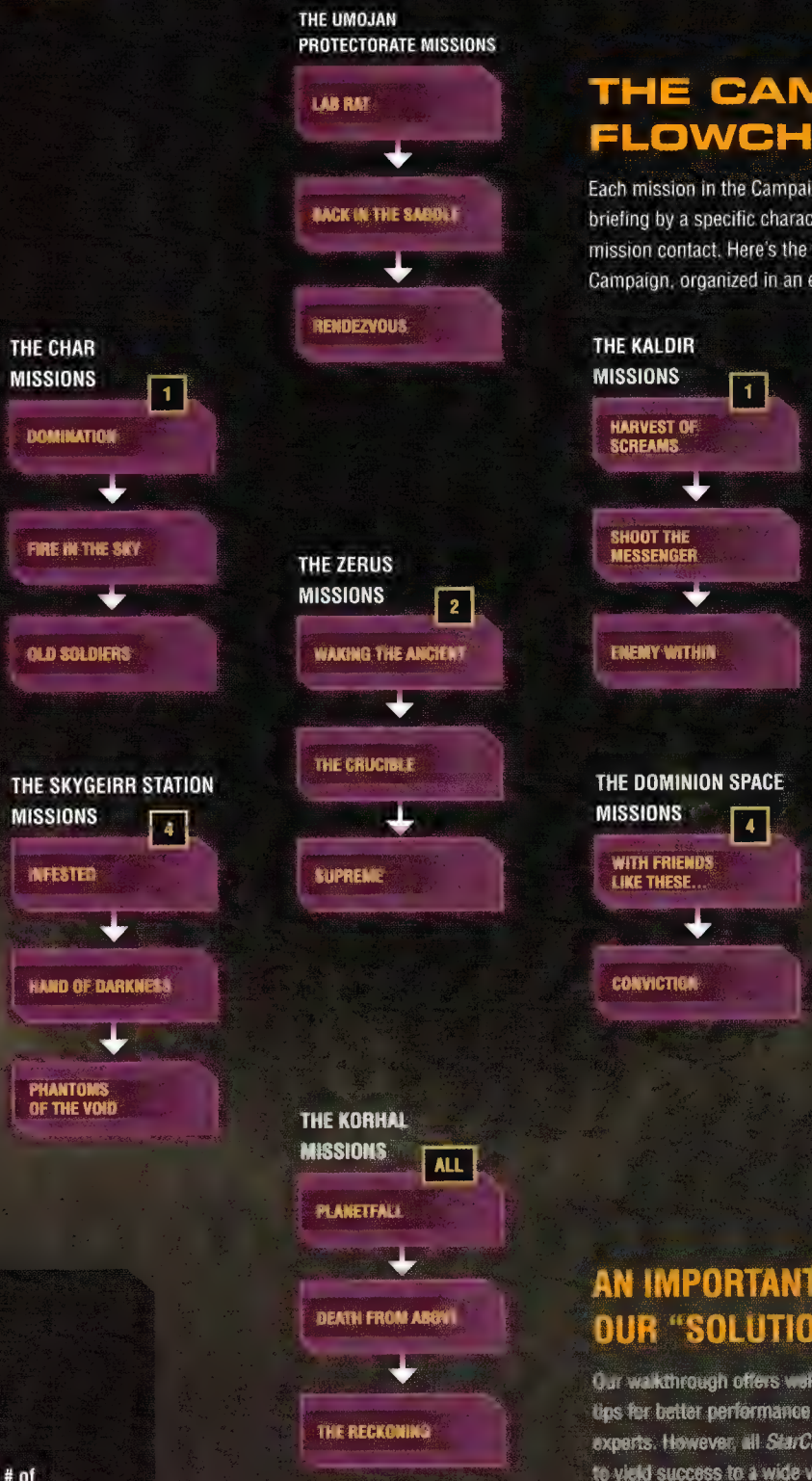
THE UMOJAN PROTECTORATE MISSIONS

Heart of the Swarm begins at Research Station EB-103, a cliff-top facility in the remote reaches of the Umojan Protectorate, on a planetoid well hidden from imperial eyes. The rebel Jim Raynor, the emperor's renegade son Prince Valerian, and a team of research scientists watch intently as the latest test protocol is prepped to confirm the humanity of one Sarah Kerrigan, former Zerg Queen of Blades.

Before the protocol runs, Raynor takes a moment alone with Sarah. The testing is nearly done, and he's ready to move on with the woman he loves. But Kerrigan finds it difficult to let go of her anger and lust for revenge against Emperor Arcturus Mengsk. When the introductory scene ends, your first Campaign mission, "Lab Rat," automatically loads.

THE CAMPAIGN FLOWCHART

Each mission in the Campaign features a pre-mission briefing by a specific character who functions as your mission contact. Here's the full mission structure of the Campaign, organized in an easy-to-follow flowchart:



KEY

Mission

X — Required # of Completed Acts

AN IMPORTANT NOTE ABOUT OUR "SOLUTION PATHS"

Our walkthrough offers well-tested strategies including tips for better performance from Blizzard design and QA experts. However, all *StarCraft II* missions are designed to yield success to a wide variety of approaches. Our Campaign Walkthrough tends to emphasize deliberate play that explores fundamental aspects of the game. But we encourage you to experiment and adapt our suggestions to your own preferred style of play.

LAB RAT

MISSION OVERVIEW

This first mission is essentially a tutorial designed to teach you the basics of playing the Zerg race. As you proceed, remember that your mission objectives are displayed in the upper-left corner of your screen. While Main Objectives must be completed to advance through the mission, Bonus Objectives are optional but grant valuable rewards.

PREREQUISITES

Begin the campaign.

OBJECTIVES

MAIN

- Select a Drone.
- Mutate a Hatchery.
- Harvest 300 minerals.
- Morph an Overlord.
- Mutate a Spawning Pool.
- Morph 6 Zerglings.
- Destroy the gas turrets.
- Destroy the Eradicator.

BONUS

- Release Zerglings from pens (3).

REWARDS

None

ACHIEVEMENTS

ACHIEVEMENT	PTS	REQUIREMENTS
Lab Rat	10	Complete the "Lab Rat" mission in the Heart of the Swarm Campaign.
Mighty Mouse	10	Destroy 35 Sentry Bots in the "Lab Rat" mission.
Rat Race	10	Complete the "Lab Rat" mission in under 10 minutes on Normal difficulty.

LOCATION: UMOJA

VALERIAN'S BRIEFING

We have to find out how much of the Zerg mutagen is left in your system. I appreciate your cooperation, Kerrigan. When we know it's safe, I'll unlock your door myself. Now, can you reach out with your mind? Do you sense it?

MISSION

Your initial set of tasks must be completed in a sealed containment chamber **(1)** not far from where Valerian has Kerrigan securely incarcerated. For the first few steps, follow Valerian's simple instructions with help from the adjutant that appears onscreen.

SELECT THE DRONE AND MUTATE A HATCHERY.

Left-click on the Zerg Drone that emerges from a holding cell into the chamber. Selecting it lets Kerrigan seize control of the creature's mind; this brings up the Drone's command card at right. Valerian asks you to order the Drone to mutate into a Hatchery.

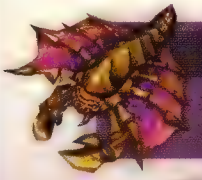
VALID PLACEMENT

If any of the Hatchery template's grid squares are red, the current spot is invalid—you can't build the structure there. Keep moving the template until the entire template grid is green.

NOW FOLLOW THE ADJUTANT'S STEP-BY-STEP DIRECTIONS:

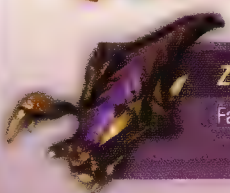
1. First, left-click on the "Basic Mutation" button on the Drone's command card. The card is highlighted yellow and the button starts flashing for you.
2. The Basic Mutation button brings up a list of basic Zerg structures. For now, your only choice is the "Mutate into Hatchery" button. Left-click this button—your cursor turns into a faint purple Hatchery template in a grid.
3. Move this template until it's centered in the green box onscreen and left-click to "place" the structure. The Drone moves to that spot and starts mutating into a Hatchery.

NEW UNITS



DRONE

Basic worker unit. Harvests minerals and gas, and can mutate into Zerg structures.



ZERGLING

Fast melee creature. Can attack ground units.

OVERLORD

Increases supply. Supply allows you to create more units. Morphed from Larvae.

LEGEND

PRIMARY

1. Start
2. Sentry Bots
4. Umojan Security
5. Sentry Guns
6. Gas Turrets
9. Eradicator

SECONDARY

3. Bonus: Generator
7. Bonus: Generator
8. Bonus: Generator

HATCHERY

The Hatchery is the heart of any Zerg cluster. A living organism that heals over time, it acts as a processing center for collected resources, and automatically generates the Larvae used to spawn all Zerg units.

Hatcheries also produce creep, a slimy substance that slowly spreads across the surrounding terrain. Creep is filled with vital nutrients and other materials essential to Zerg wellbeing. In fact, other Zerg structures *must* be built on creep—they literally "feed" on it for sustenance.

The Hatchery is the only Zerg structure that can be built on regular ground, since it is genetically designed to produce enough creep to sustain its own growth. Remember also that Zerg units move considerably faster on creep than on regular ground.

HARVEST 300 MINERALS.

Valerian releases more Drones into the containment chamber and directs you to order them to collect minerals. Drag a green selection box around all six Drones to select them, then right-click on any one of the Mineral Fields—i.e., the blue crystal formations in the chamber. The Drones start collecting minerals from these fields and deliver them to the Hatchery. Note that the Drones automatically spread out to collect from different Mineral Fields instead of just collecting from the one you right-clicked.

MORPH AN OVERLORD.

Each Drone collection trip from Mineral Field to Hatchery delivers 5 minerals, so it takes a while to gather the 300 you need to complete the objective. In the meantime, Valerian suggests you morph more Drones to speed up the process; but Kerrigan explains that she needs another Overlord for that.

Overlords increase the amount of "supply" you have available—the more supply you have, the more units you can build. Your supply situation is displayed in the upper right corner of the screen. The amount of supply *used* is listed first, and the amount of supply *available* (called your "supply cap") is listed second.

So if the numbers displayed are "6/10," it means:

1. You have 6 units on the field, or you have units whose combined supply cost add up to 6—bigger or more advanced units can cost 2 or more supply apiece.
2. Your supply cap (maximum amount of supply available) is 10.

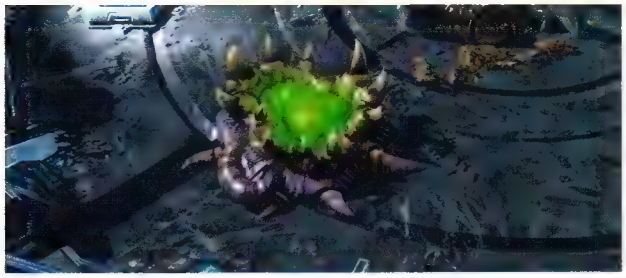
The Select Circle

Any unit or structure currently selected has a green circle highlighting it.

Select the Hatchery and left-click on the "Select Larva" button on its command card. (Your Larvae are the small centipede-like bugs swarming at the closest Hatchery orifice.) Then left-click on the "Morph to Overlord" button on the Larva's command card at right. For the cost of 100 minerals, the selected Larva forms a Zerg Cocoon and morphs slowly into an Overlord that floats upward and hovers. This adds 8 to your supply limit for a total now of 10.

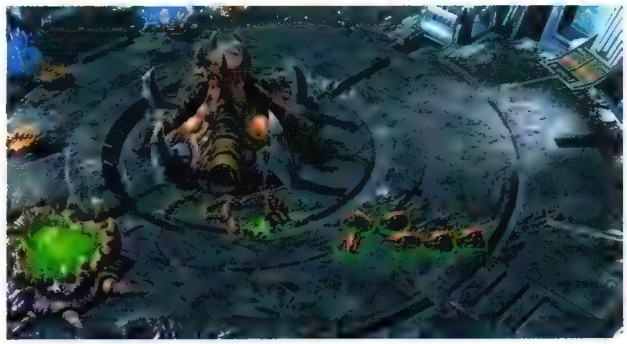
MUTATE A SPAWNING POOL.

Next, Valerian asks you to mutate a Spawning Pool. Select a Drone, click its Basic Mutation button and then the "Mutate into Spawning Pool" button. Center the Spawning Pool template grid in the green box indicated onscreen and click to place it. (As the Drone mutates into a pool, Kerrigan says, "You know this is going to end badly, right?") When finished, the green Spawning Pool allows your Hatchery to morph Larvae into Zerglings.



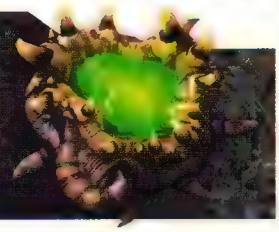
MORPH 6 ZERGLINGS.

Select the Hatchery and left-click on the "Select Larva" button on its command card to select all of the current Larvae. Then left-click three times on the "Morph to Zergling" button. Three Larvae encase themselves in Zerg Cocoons; each cocoon eventually spawns a pair of Zerglings for a total of six.

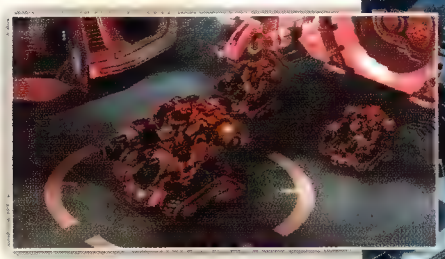


SPAWNING POOL

This fleshy, macabre compound is where Larvae have their DNA reworked, tweaked, pulled, torn, and inevitably molded into the most basic of Zerg warriors. Within its biological walls, the Spawning Pool holds the genetic material that allows the Zerg to morph Larvae into Zerglings, and mutate Drones into Spine Crawlers.



When the third pair of Zerglings hatches, Valerian gets nervous. The Prince immediately deploys a squad of automated defense units called Sentry Bots to "sanitize the holding cells." He also powers up a large, powerful warbot called the Eradicator, built to pacify uncontrolled Zerg experiments. Kerrigan decides to teach Valerian a valuable lesson about the futility of controlling the Zerg. Here you get a new objective: "Destroy the Eradicator."



But the Eradicator is parked in the farthest chamber of this laboratory sub-floor **(8)** so you'll have other tasks to complete before you reach it. For one: Valerian's Sentry Bots open fire on some Zergling holding pens in the next chamber **(2)**.

RESCUE THE ENDANGERED ZERGLINGS.

Drag-select all six of your current Zerglings, assign them a hotkey, and rush them into the next chamber **(2)** to halt the Sentry Bot attacks on the four holding pens. Zerglings are most effective in swarming attacks that surround individual targets, so send your full complement at the nearest Sentry Bot. Keep focusing their attack on just one bot at a time.

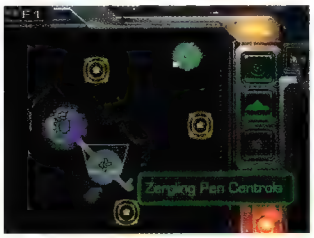
As each holding pen opens, add the newly freed Zerglings to your swarm by re-selecting the entire group and re-assigning the hotkey. This way, as the group grows you can take control of the entire Zergling horde with a quick punch of a single hotkey then right-click on the next target to attack it with the swarm's full fury.

CREEPY BENEFITS

Zerg units move much faster across creep than across regular ground. It also extends your line of sight—anyplace that creep spreads is visible on the map. Finally, enemies cannot build their structures on creep, so creep-covered areas are literally "Zerg territory."

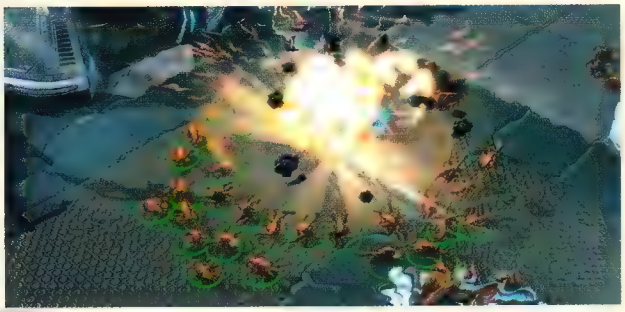
BONUS: RELEASE ZERGLINGS FROM PENS.

When the second chamber is cleared, Kerrigan senses more Zergling holding pens scattered throughout the complex. Thus you gain a bonus objective: en route to the Eradicator you can destroy a series of generators (total of 3) to unlock these Zergling pens, adding the liberated creatures to your swarm. Check your onscreen minimap to see the generator locations flashing yellow; move your cursor over them to see they're labeled as "Zergling Pen Controls."

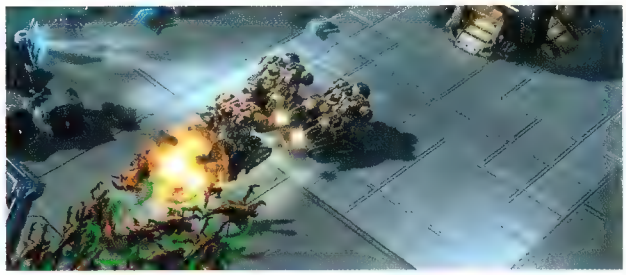


Before you proceed, consider morphing another Overlord back at your Hatchery so you can spawn a second force of 10-12 Zerglings. Assign this group its own hotkey so you can easily move it in tandem with your first group. (This is good practice for more complicated battles later.) Note that this step isn't necessary—you can easily complete the mission using only the Zerglings you liberate from the pens as reinforcements.

Now push your Zergling group through the passage from the second chamber **(2)** into the hall to the southeast. Valerian's adjutant announces the containment breach and a panicked Prince orders all personnel evacuated. Wipe out the nearby Sentry Bots and destroy the generator **(3)** to release the Zerglings from the holding pen. Add these new units into your swarm. That's one generator down, two to go!



Send your Zergling swarm northeast to decimate several more Sentry Bots guarding an Umojan Security building **(4)**. Destroy the building too—it can produce more Sentry Bots—then follow the glowing arrows that point you across a narrow bridge heading northwest.



In the next area **(5)**, be ready for automated Sentry Guns that pop up from the floor when an enemy target is within range. Watch out for several more Sentry Bots as well. When the room is clear, climb the ramp heading northeast.

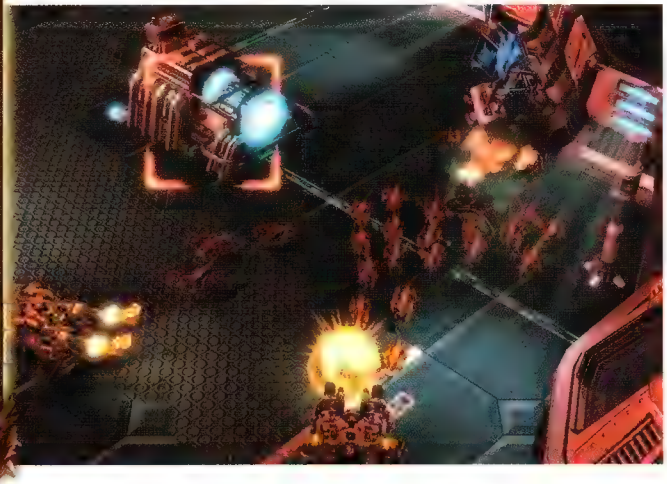
DESTROY 3 GAS TURRETS.

In the next room **(6)**, three Umojan Security turrets start spewing thick green gas the moment your Zerglings climb the ramp. Target and destroy each turret in succession. When the room is cleared, the doors to the northwest and southeast slide open. The door to the southeast takes you to the next bonus objective. Move northwest to proceed with the mission.

BONUS: RELEASE ZERGLINGS FROM PENS.

Now you return to completing your bonus objective. Go through the southeast door, wipe out the squad of Sentry Bots, and destroy the generator **(7)** to liberate another pen of Zerglings. Two down, one to go!

Send the swarm northwest, following the glowing arrows into the red-lit sector. Descend the next ramp and destroy the quartet of Sentry Bots there, then turn left to find the final generator **(8)**. Clear the room of Sentry Bots and destroy the generator to release more feral Zerg from two separate pens.



DESTROY THE ERADICATOR.

Now direct your massed Zerglings due east to the chamber where the Eradicator and four Sentry Bot escorts are waiting. (As you approach, Valerian's adjutant announces that the Eradicator is now activated.) Wipe out the escorts first then turn the swarm's full attention to the Eradicator. When the big warbot falls, your mission is successfully completed. Valerian finally acknowledges the point Kerrigan is making about the Zerg danger, and so she orders her minions back to their pens.

BOT KILLER

If you want to complete the "Mighty Mouse" Achievement of destroying 35 Sentry Bots but you're a few short of that total, leave the Eradicator in the last room with just a couple bars of Life and send your Zergling swarm after the Sentry Bots produced by the two nearby Umojan Security structures. The Eradicator will keep attacking, so keep an eye on your swarm's Life! (If you lose too many Zerglings, remember that you can spawn more back at your Hatchery.)

Now that Sarah Kerrigan is officially cleared by the test protocols, Jim Raynor meets her with plans for a new life together. The first step: suit up and meet in an hour to escape the sector. Kerrigan's response: "That sounds good."

BACK IN THE SADDLE

MISSION OVERVIEW

From this point on, every Heart of the Swarm mission begins with a screen that features a contact who provides a quick pre-mission briefing. Here, the contact is Jim Raynor. "Back in the Saddle" is a standard "hero mission" in which you control a single hero unit—in this case, Sarah Kerrigan. Your overall goal is to escape the research lab and get to Raynor's ship, the *Hyperion*. To do so, you must fight through a ragged mix of imperial troops and escaped Zerg lab specimens, concluding with a duel against a very powerful Dominion warbot.

PREREQUISITES

Complete "Lab Rat."

OBJECTIVES

MAIN

- Kerrigan must survive.
- Get to the sublevel door.
- Defend the sublevel door.
- Escape the sublevel.
- Defend the tram engines.
- Reach the spaceport.

BONUS

- None

REWARDS

None

ACHIEVEMENTS

ACHIEVEMENT	PTS	REQUIREMENTS
Back in the Saddle	10	Complete the "Back in the Saddle" mission in the Heart of the Swarm Campaign.
Full Throttle	10	Prevent the Dominion from destroying a Tram Engine during the Tram Ride in the "Back in the Saddle" mission.
[illegible]	[illegible]	Don't take damage from the Archangel in the "Back in the Saddle" mission on Normal difficulty.

LOCATION: UMOJA

JIM RAYNOR'S BRIEFING

My ship is prepped and we're ready to go. Heading your way now!

MISSION

The mission-opening cutscene, "Get It Together," shows Dominion warships launching an assault on the Umoja research facility. Several Dominion insertion teams led by a deadly Ghost assassin named Nova quickly breach the laboratory sublevels. (You may recall Nova from *Wings of Liberty*.) One group, Team Bravo, makes its way toward Kerrigan's quarters in Sector 6.

NEW UNIT

KERRIGAN

Hero unit. Armed with a long-range rifle. Features two special abilities: Kinetic Blast and Crushing Grip.

LEGEND

PRIMARY

1. Start
2. Marauder
3. Marines
4. Dominion insertion team
5. Recovery terminal and Restoration Charge
6. Dominion squad
7,8,9. Drop Pods deliver Dominion squad
10. Sublevel door
11. Recovery terminal

When Raynor arrives at Sector 6, he discovers that Kerrigan has already taken charge of her own wellbeing. He hands Sarah a fallen Team Bravo rifle…and the warrior couple prepares for an escape from imperial clutches.

GET TO THE SUBLEVEL DOOR.

Prince Valerian reports that Raynor and Kerrigan are cut off from his security force. You must fight across the lab to the tram station then catch a tram to the shuttle bay. There you can pilot a shuttle to Raynor's rebel flagship, the *Hyperion*. Your first destination—the sublevel door to the tram station—now appears on your minimap.

Again, you control Kerrigan, but Raynor is a companion character who automatically escorts you for most of the mission. (Raynor can be temporarily incapacitated if his Life meter drops to zero, but he will revive after a short time.) Kerrigan wields a C-20A Canister Rifle that can hit both ground and air targets with good range and damage.

Controlling Kerrigan

Kerrigan is a "hero" character, meaning she is particularly powerful—indeed, she starts with a whopping 300 Life. She also has 200 Energy that gets expended whenever you use her special abilities, Kinetic Blast or Crushing Grip.

Select Kerrigan in one of three ways: click on her directly onscreen, or press [F3], or click on the Kerrigan icon in the upper-left corner. Note that the green bar next to the icon displays her Life level and the blue bar displays her Energy level.

USE KINETIC BLAST ON THE MARAUDER.

You start at one end of a raised walkway **(1)**. Follow the walkway around the corner until Kerrigan spots a Dominion Marauder **(2)** posted up ahead. Left-click the "Kinetic Blast" button on her command card then left-click directly on the Marauder. Kerrigan terminates the enemy unit with a single shot.

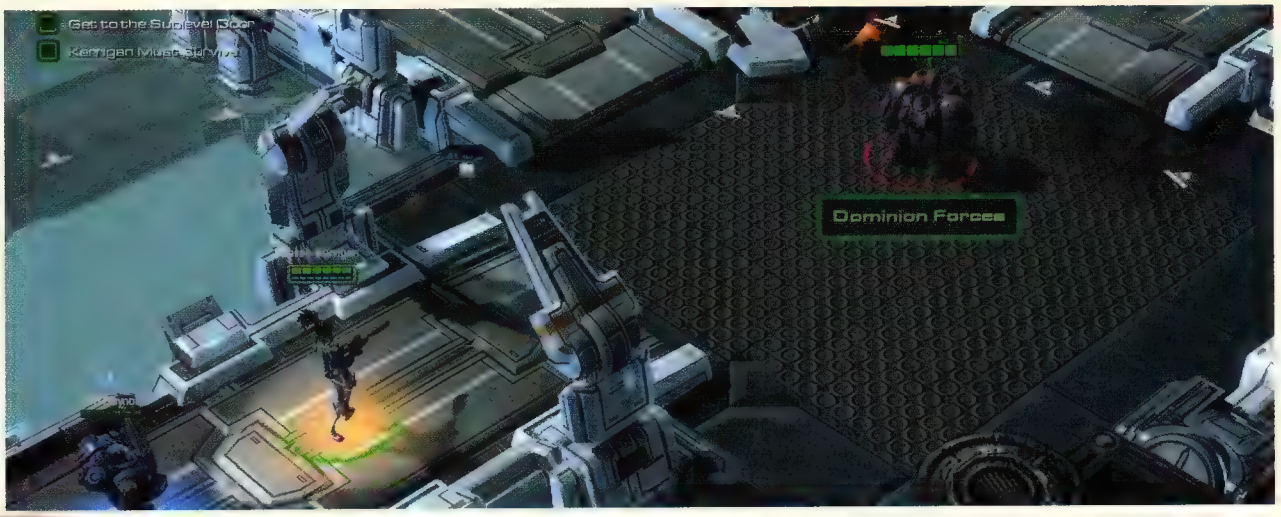
Kinetic Blast

Each use of Kerrigan's special Kinetic Blast ability costs 50 Energy and inflicts 300 Damage to the targeted unit or structure from long range. After you fire a Kinetic Blast, 10 seconds of "cooldown" time must pass before you can use it again. A timer hand sweeps around the ability icon on Kerrigan's command card to visually depict this cooldown period.

Be ready! The Marauder's demise triggers the immediate entrance of three Dominion Marines from a chamber to the right **(3)**. The Kinetic Blast ability needs 10 seconds of cooldown time until you can use it again, so target the Marines with regular gunfire. Raynor helps you shoot them down.

USE THE RECOVERY TERMINAL.

Continue along the walkway to the northwest until you reach an Umojan Security squad facing a Dominion insertion team **(4)** down the corridor. Help security fend off the imperial attackers then proceed to the next platform **(5)**. There you find a recovery terminal with a full Restoration Charge—a rotating cube that restores Kerrigan's Life and Energy levels. Just walk into the cube to use it.

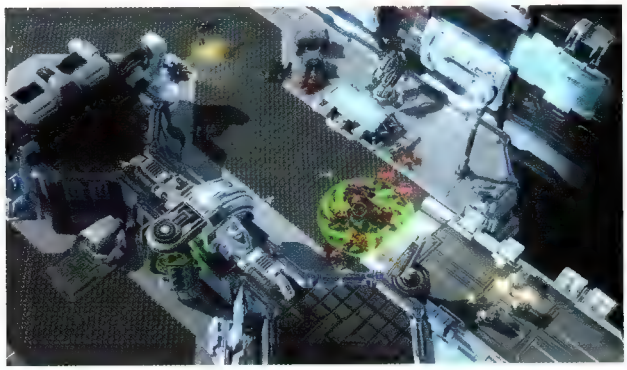


ENERGY/LIFE

Kerrigan's Energy level automatically (if slowly) replenishes itself, but her Life level does not. If you aren't time-limited, you can simply wait until your Energy is restored. But you'll need Restoration Charges to restore your Life in this mission.

USE CRUSHING GRIP.

Follow the walkway around the curve until you reach a squad of Dominion Marines exchanging gunfire with another Umojan Security squad **(6)**. The enemy Marines are clustered tightly together, so this is a good place to use Kerrigan's other special ability, Crushing Grip.



Crushing Grip

Each use of Kerrigan's special Crushing Grip ability costs 50 Energy and stuns all enemies in the targeted area while dealing 30 Damage over 3 seconds. After you use Crushing Grip, 10 seconds of "cooldown" time must pass before you can use it again.

Click the Crushing Grip button in Kerrigan's command card and move the green targeting glyph over the enemy squad. Then left-click to activate the attack—the enemy Marines are lifted up in sparkling energy fields for 3 seconds while taking serious damage. When the effect ends, mop up any survivors.

DESTROY THE DROP POD SQUADS.

Continue along the walkway. As you proceed, Drop Pods crash to the floor at several locations **(7, 8, 9)** and unload Dominion insertion teams. When each squad emerges, identify the most dangerous unit (either the Marauder or the Ghost) and nail it with a Kinetic Blast. Then as that ability cools down, hit other targets with Crushing Grip and use regular rifle fire to mop up.

When you finally reach Kerrigan's glowing green destination icon **(10)** at the sublevel door to the tram station, you learn that the main corridor is blocked. You'll have to cut through the sublevel. Make sure to grab the second recovery terminal **(11)** before you go.

LEGEND

PRIMARY

11. Lift
12. Firebat
13. Checkpoint
14. Zerglings
15,16,17. Debris blockage
18. Control panel (controls 19)
19. Controlled room
20. Tram station door
21. Tram

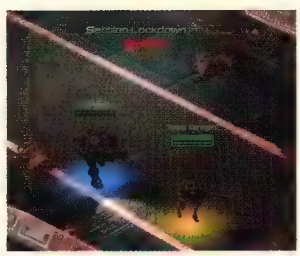
DEFEND THE SUBLEVEL DOOR.

Use the nearby Restoration Charge as Raynor asks Valerian to open side door A-12. When the door slides open, a pack of feral Zerglings rushes out. Use Crushing Grip and target the biggest concentration of massed Zerglings to wipe them out. When the last Zerg is eliminated, Kerrigan and Raynor automatically ride a lift down to a lower floor of the sublevel.

As you arrive, Nova suddenly breaks into your comlink with a transmission claiming that her Dominion forces have taken control of the lab's security hub. The entire facility is going on lockdown…and Nova demands Kerrigan's surrender. Looks like you'll have to fight your way out!

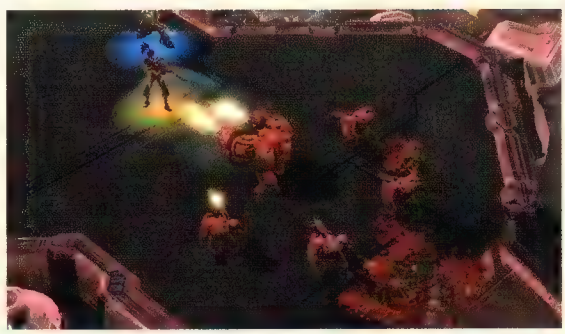
ESCAPE THE SUBLEVEL.

FIGHT TO THE FIRST CHECKPOINT.

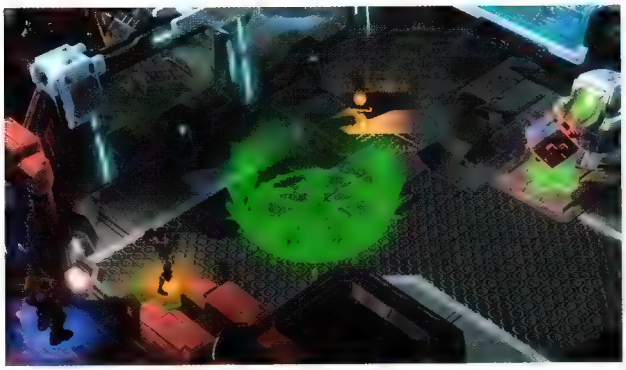


This is a new floor, so you start **(11)** with a new minimap. When you move forward, the mission adds a new element to gameplay: a time limit. An onscreen timer starts counting down, giving you just 2:50 until section lockdown. With less than three minutes to escape, you need to step up the pace.

Climb the first ramp to encounter a flame-throwing Dominion unit called a Firebat **(12)**. Hit him quickly with a Kinetic Blast! At the far end of this platform, more Dominion troops are fighting, but they face the opposite direction as they fend off renegade Zerglings. Cripple them with Crushing Grip then mop up any remaining hostiles on the platform. Use the nearby Restoration Charge to recover Life and energy.



Continue along the walkway, fighting past more feral Zerg (including a big Hydralisk) and Dominion forces (including more Marauders). Again, use Kinetic Blast on the bigger foes. When you finally reach the next green checkpoint marker **(13)**, the security door slams shut behind you. Made it through the first section!

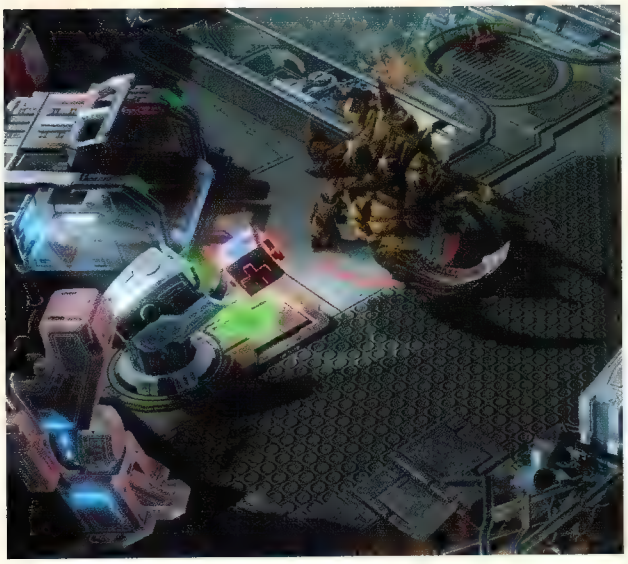


The onscreen countdown timer disappears…but not for long. When you move around the next bend in the corridor **(14)**, a small swarm of Zerglings attacks. Valerian warns that the next area is being sealed, and a new section-lockdown timer starts counting down from 2:40.

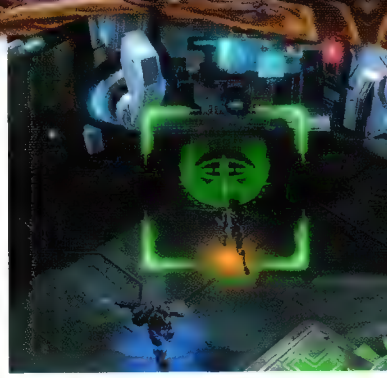
BLAST THROUGH THE DEBRIS PILES.

In this next stretch you encounter several piles of debris blocking your path to the next checkpoint. At the first blockage **(15)**, you see a massive Ultralisk on the other side. Eliminate the beast *before* you target the debris to smash through the pile. Hit it with a Kinetic Blast, and then finish it off with rifle shots. Continue around the bend and fight through the Dominion squad that includes a Marauder, Ghost, and Marine. Use the recovery terminal just beyond, and then approach the next debris pile **(16)**.

A small pack of Zerglings claws at the pile from the other side. Use Crushing Grip to eliminate them then blast open the debris with regular rifle shots. Quickly nail the big Hydralisk on the other side with a Kinetic Blast. Hustle to the last debris pile **(17)** and hit it with a Kinetic Blast to get through quickly. Proceed to the green destination marker.



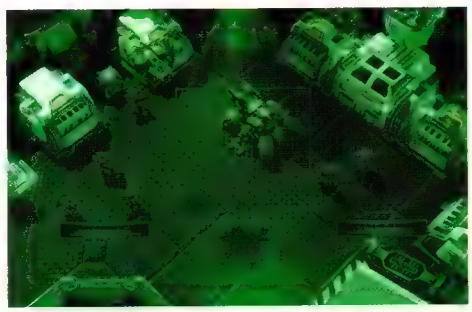
FIGHT TO THE CONTROL ROOM.



Now Valerian reports in, urging you to hurry to the last door that leads to the tram station. But time is tight—once again, an onscreen timer appears, this time counting down from 2:20. Follow the corridor to the next checkpoint **(18)** in a room with a control panel guarded by a Dominion squad that includes two Marauders. Nail the nearest Marauder with a Kinetic Blast then use Crushing Grip on the other troops.

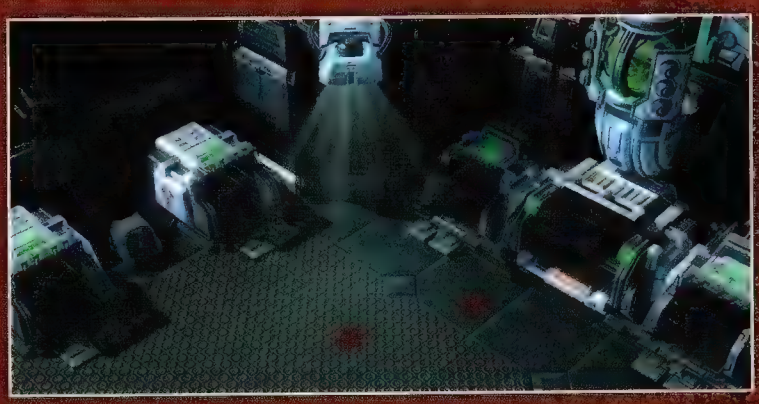
When the area is clear, step onto the destination marker to trigger a quick scene: you get a Security Cam peek into the next room **(19)**, a containment chamber with Zerg-filled holding pens guarded by powerful Dominion units including a Siege Tank and a pair of Goliaths.

Kerrigan notes the caged Zerg and says you can remotely release them from this control room. Raynor points out an alternative tactic: activation of the room's gas defenses. Here you get a selection screen with the two choices.



OPTION 1: RELEASE ZERG IN CAGES

If you select this option, the Zerg pour out of the opened cages and engage in a bloody melee with the Dominion guards. Wait until the Dominion side is completely wiped out before you rush in and eliminate the remaining Zerg.



OPTION 2: GAS THE ROOM

The gas terminates all of the Dominion infantry units but leaves the Siege Tank and the Goliaths. (Their crews were protected from the gas.) Hit the Siege Tank with a Kinetic Blast. Wait until the ability cools down, nail the nearest Goliath with a Kinetic Blast, and then repeat for the last Goliath.

When the room is cleared, fight your way past more Marines to the final checkpoint **(20)** *to trigger a sequence: the security doors slam shut behind you as Kerrigan and Raynor board the next tram to the shuttle bay.*

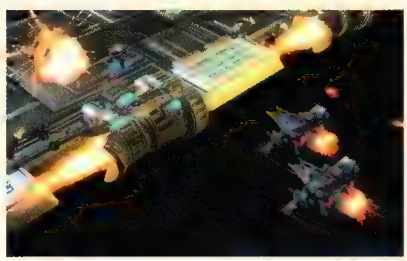
LEGEND

PRIMARY

= Tram Engine

21. Tram
22. Entry to shuttle bay
23. Checkpoint
24. Archangel
25. Restoration Charge

DEFEND THE TRAM ENGINES.



The tram **(21)** is powered by six jet engines as it flies down a massive tunnel then along a windy canyon that leads to the shuttle bay. Two recovery terminals, one forward and one aft, provide Restoration Charges for you. Four Umojan Marines are stationed aboard with Kerrigan and Raynor.

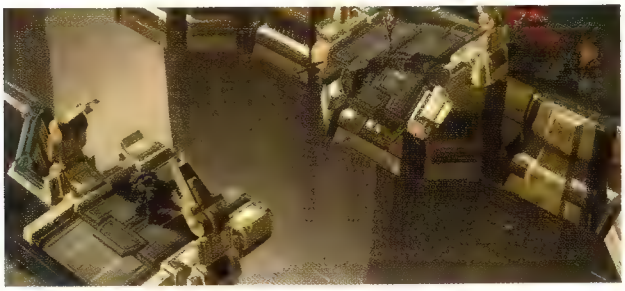
As the trip starts, you learn that Dominion forces have breached the tunnel. Soon enemy flying units start approaching in waves. Wraiths target the engines directly; Vikings drop to the deck and open fire; and Medivac transports drop ground troops and vehicles onto the tram to do the same.

Keep a sharp eye on your minimap to spot the red icons of approaching Dominion flyers. Rush Kerrigan to nail each attacker with a Kinetic Blast. Move quickly! Try to hit the transports *before* they can unload the troops they carry. Your tram keeps flying as long as it has even a single engine, so don't despair if you lose a few. Keep fighting until you arrive at your destination.

REACH THE SPACEPORT.

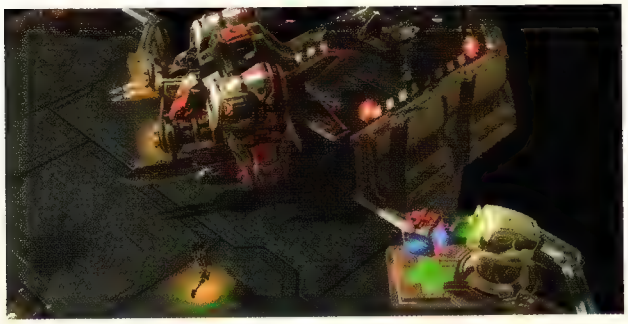
When you arrive, an Umojan soldier reports that the Dominion is deploying some kind of "heavy mech" in the shuttle bay ahead. When your control of Kerrigan returns **(22)**, follow the three Umojan Marines and fight your way past Dominion Marines, two Ghosts, and a pair of Firebats until you reach the next destination marker **(23)**. This triggers a quick scene: as an Umojan Medic heals Kerrigan, a massive flying warbot called an Archangel drops into the shuttle bay **(24)**…directly in front of Raynor's dropship!

Kerrigan races ahead into the bay, but the bridge behind her takes a direct missile hit and is destroyed. Raynor can't make it across and must seek another route into the shuttle bay.



DESTROY THE ARCHANGEL.

Now Kerrigan is left to face the Archangel's LB-10 Gatling Minigun, Nemesis Missile Pod, heavy armor, and 2,500 Life with the help of just a handful of Umojan Marines. (Note that the Archangel's Life bar appears at the top next to Kerrigan's.) Immediately hit the big mech with Kinetic Blast and follow up with Crushing Grip, then start circling behind it. Wait until your two abilities cool down and use them again. Go to one of the two recovery terminals and grab a Restoration Charge when your Energy gets low.

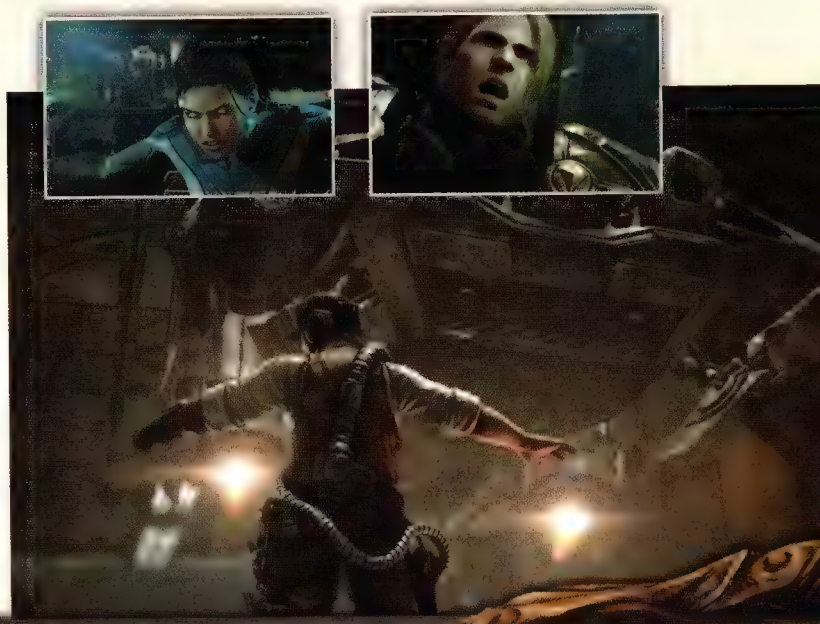


Keep moving! Each Kinetic Blast takes the Archangel's Life bar down about one segment, so you need to hit it a number of times. After the first few hits, the Archangel flies upward out of range for a few seconds. Meanwhile, Drop Pods hit the ground and release Dominion troops, and an Archangel starts making swift bombing runs. A line of red arrows appears on the ground just before each bombing run to mark where the bombs will fall, so hustle away from this marker line to avoid damage.

Keep on the hoof, avoiding bombing runs and picking off enemy troops with regular rifle fire until the Archangel drops down again. Don't waste Energy by using your special attacks on the Drop Pod troops—save Kinetic Blast and Crushing Grip for the Archangel. Crushing Grip won't lift the Archangel into the air, but it still damages it.

Soon the Archangel launches Missile Pod strikes; watch for the red targeting circles that appear on the ground. Each circle indicates a spot where a missile will soon strike, so run away from these too!

Keep dodging all red targeting markers and nailing the Archangel with Kinetic Blasts until you finally destroy the unit. This completes the mission: Raynor cannot get to the shuttle bay and orders Kerrigan to take his dropship to the *Hyperion*. As she hops into the craft, Valerian tries to send an extraction team for Raynor, but Dominion reinforcements have made the situation critical. Raynor wants the *Hyperion* safe, and promises to find his own way offworld.



RENDEZVOUS

MISSION OVERVIEW

This is your first serious base-building mission. Your goal is to hold out against Dominion strike teams until you can build a big enough force to rush the Dominion base and eliminate a huge Drakken Pulse Cannon that threatens the orbital space above the planetoid.

PREREQUISITES

Complete "Back in the Saddle."

OBJECTIVES

MAIN

- Hold out for reinforcements.
- Destroy the Drakken Pulse Cannon.

BONUS

- Rescue 3 trapped Swarm Queens.

REWARDS

None

ACHIEVEMENTS

ACHIEVEMENT		PTS	REQUIREMENTS
	Rendezvous	10	Complete the "Rendezvous" mission in the Heart of the Swarm Campaign.
	First Strike	10	Destroy 15 enemy structures before Naktul's forces arrive in the "Rendezvous" mission.
	Zerg Save the Queen	10	Rescue all trapped Swarm Queens before Naktul's forces arrive in the "Rendezvous" mission on Normal difficulty.

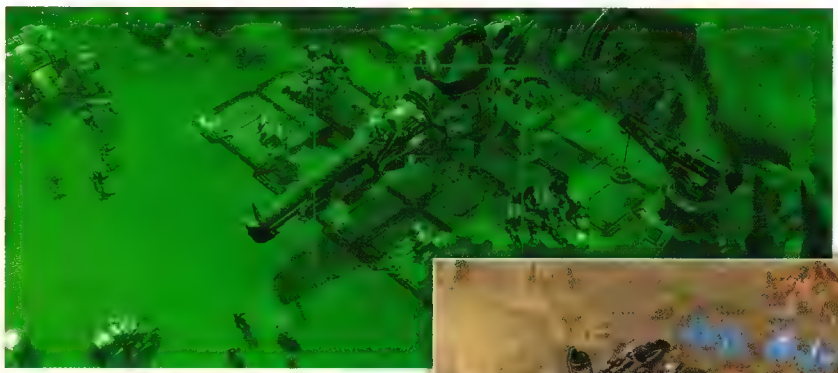
LOCATION: UMOJA

MATT HORNER'S BRIEFING

Kerrigan, before we jumped, Hyperion *tracked multiple Dominion signatures headed down to the surface. You're gonna have a surprise party down there...*

MISSION

A preliminary surface scan reveals a heavy Dominion presence that includes a massive Drakken Pulse Cannon geared to pick off any stragglers trying to escape the Umojan Protectorate's orbital area. Kerrigan fears that the weapon will tear Raynor apart as soon as he enters orbit at the rendezvous site.

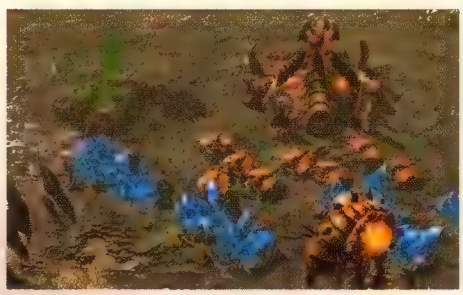


Fortunately, the scan also reveals a Zerg hive cluster nearby. Kerrigan lands there with plans to take control. She contacts the hive's Broodmother, Naktul, who agrees to send her Brood to join Kerrigan...but it will take some time. Kerrigan notes that the Dominion has most likely tracked her dropship's arrival and will soon come looking for her.

HOLD OUT FOR REINFORCEMENTS.

START HARVESTING.

An onscreen timer starts counting down from 15:00, marking how long you must hold out until Naktul's Brood arrives.



NEW UNITS

SWARM QUEEN

Combat and Support unit. Can spawn Creep Tumors. Birthed directly from the Hatchery, it automatically heals nearby allies using Rapid Transfusion. Can attack enemy air and ground units. Moves full speed off Creep.

LEGEND

PRIMARY

1. Start
2-3. Passages into hive cluster
5-6. Dominion outposts
9. Bridge
10. Drakken Pulse Cannon

SECONDARY

4. Trapped Swarm Queen
7-8. Trapped Swarm Queen

HOTKEY YOUR BASE DEFENDERS.

Next, quickly drag-select Kerrigan and the Zerglings around her and assign a hotkey to that group. This will be your base defense squad, easily selectable so you can rush it to hotspots as Dominion intruders appear. Note that your hive cluster includes an Evolution Chamber. For now, this structure lets you mutate powerful anti-air organisms for base defense called Spore Crawlers. We'll talk more about these shortly.

EVOLUTION CHAMBER

The Evolution Chamber provides a testing ground for the Zerg to manipulate the genetic code of their spawn in order to gift them with enhanced physical abilities.

From these fecund chambers have come the greatest and deadliest of the Swarm's upgrades. It's primary purpose it to allow Zerg attack and armor upgrades.

BUILD A SPAWNING POOL.

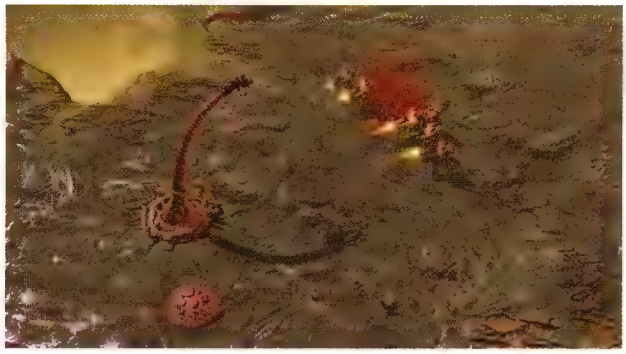
You can morph 2-3 more Drones to speed up harvesting but save yourself 200 minerals for a Spawning Pool. Select a Drone, click Basic Mutation, click Mutate into Spawning Pool, and place it just to the right of the Hatchery. As the pool mutates, add a few more Drones to your harvesting crew.

DON'T SKIMP ON WORKERS

Having enough workers is vital to building a powerful army. It takes three Drones to optimally harvest a single Mineral Field or Vespene Geyser. Be sure to replenish your worker count as you mutate more structures.

FEND OFF THE DOMINION ATTACKS.

When the Reinforcements timer nears 14:00, Dominion intelligence spots Kerrigan and orders units to attack her. Glance at your layout on the map—two routes **(2, 3)** lead into your hive cluster. The first Dominion strike team, a squad of Marines, attacks down the rightmost route **(2)**. Send your base defense group (Kerrigan and the Zerglings) out to intercept. Your base already has a Spine Crawler, an anti-ground defensive structure, emplaced here for defense as well. Keep your troops near this structure for support.



MORPH MORE ZERGLINGS.

Morph more Zerglings back at the Hatchery. (Kerrigan reminds herself to do this in case you forget.) Keep producing them until you near your initial supply cap of 26 then morph another Overlord to increase the cap. When you get enough Zerglings you can split them into two swarms, deploying one to each of the two passages into the base where the Dominion forces will attack.

ADD A SPINE CRAWLER OR TWO.

Soon Kerrigan remembers that she can mutate Spine Crawlers from Drones to help defend the hive cluster. (Adding the Spawning Pool gave you this capability.) Select a Drone, click "Basic Mutation," click "Mutate into Spine Crawler," and then place the purple template on the spot indicated next to the existing Spine Crawler in the rightmost passage **(2)**. We also recommend that you place another Spine Crawler next to the one in the leftmost passage **(3)** as well. With two Spine Crawlers side-by-side at each base entrance, you should be in good shape to defend the passages from ground assault.

SPINE CRAWLER

Spine Crawlers specialize in stopping ground-based assaults on a colony. Most advanced hive clusters use these heavy defensive organisms to ring their perimeter. The tentacular beasts live underground and are able to move across the creep surrounding the colony before taking root, emerging to fire their hardened Impaler Tentacle when danger is present.

BIRTH A SWARM QUEEN.

Select the Hatchery and click on the "Birth Swarm Queen" button. With the Hatchery still selected, right-click near the two Spine Crawlers guarding the rightmost passage **(2)** in order to set your rally point there. When the Swarm Queen joins Kerrigan's group, note how she starts healing your damaged units.

The Hatchery's rally point is where all combat units morphed from Larvae are automatically sent when they emerge from a Zerg Cocoon, as are any Swarm Queens birthed directly from the Hatchery. (Drones can have a separate rally point in the nearest Mineral Fields.) With a rally point set, you don't have to move each individual unit when it emerges.

Soon the Dominion sends a pair of flying Wraiths toward the center of your base. Your lone Spore Crawler opens fire at them with its Acid Spew once they get within range, knocking both Wraiths from the sky.

BONUS: RESCUE THE FIRST TRAPPED SWARM QUEEN.

Soon Naktul reports that when the Dominion landed on the planet, they drove some of her Brood into caves. If you can eliminate the Terran guards at the cave mouths, the Swarm Queens inside will emerge to join your colony. The first cave location **(4)** pops through the minimap fog.

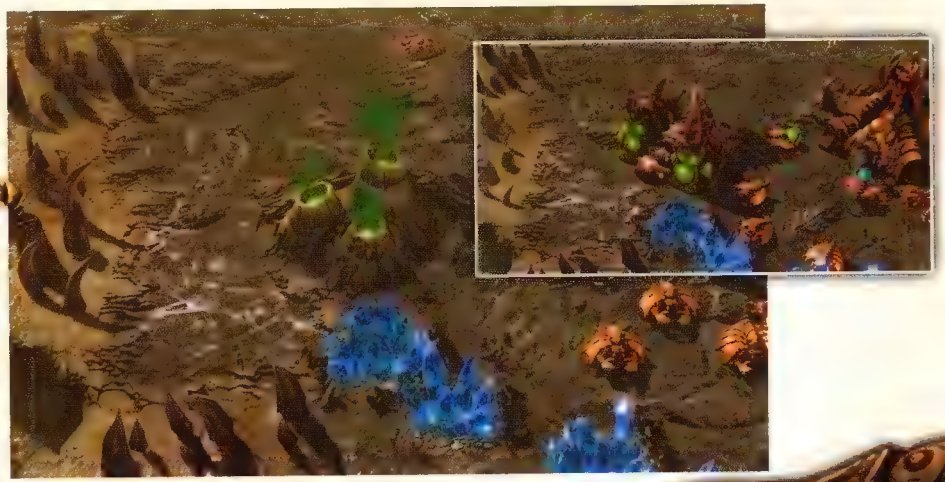
Send Kerrigan, the Swarm Queen you just birthed, and a handful of Zerglings (10-12 should be sufficient) toward the cave. Stick to the rightmost edge of the canyon—you really want to avoid the strong Dominion outpost **(5)** to the northwest that features a fully garrisoned Bunker, a pair of Marauders, and a Siege Tank.

En route you encounter a few Marines and one Marauder, so Kerrigan's team should reach the cave with ease. When you arrive you find a Firebat spewing flames into the cave mouth. Eliminate it to liberate the Swarm Queen and some Zerglings. Add them to Kerrigan's group and move it back into the hive cluster. Then send this group over to the leftmost passage **(3)** to help defend the base against the next waves of Dominion attackers.

MUTATE AN EXTRACTOR ATOP THE VESPENE GEYSER.

Note that Swarm Queens count as 2 against your supply cap and cost 150 minerals plus 50 Vespene Geyser. You started the mission with only 75 units of Vespene Geyser, so that initial Swarm Queen you birthed is the only one you can afford at first.

Naktul suggests placing an Extractor to harvest more gas. Select a Drone, click "Basic Mutation," then click "Mutate into Extractor" and place the purple template over the Vespene Geyser near the Hatchery. In just 30 seconds you have a new Extractor. Once it finishes mutating, don't forget to assign three Drones to start collecting the gas. (Just select each Drone and right-click on the Extractor.)



SPORE CRAWLER

Like the Spine Crawler, the Spore Crawler is a defensive organism that lives on top of a Zerg colony's creep. Its primary function is aerial defense. The Spore Crawler has evolved to create a deadly Acid Spew that it launches at targets.

Soon you have enough gas to birth more Swarm Queens if you want. But you can acquire additional queens in another way. Remember: two more Swarm Queens are trapped out in caves.

SWARM QUEEN MATCHUPS

Swarm Queens are particularly effective against the speedy flame-spewing Hellions that can decimate your Zergling packs. However, Marines prove to be difficult foes for your queens. Send Zerglings to engage Marines, and let your Swarm Queens handle the Hellions.

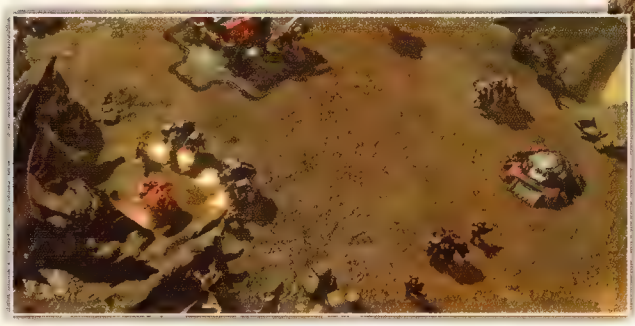
BONUS: RESCUE THE SECOND TRAPPED SWARM QUEEN.

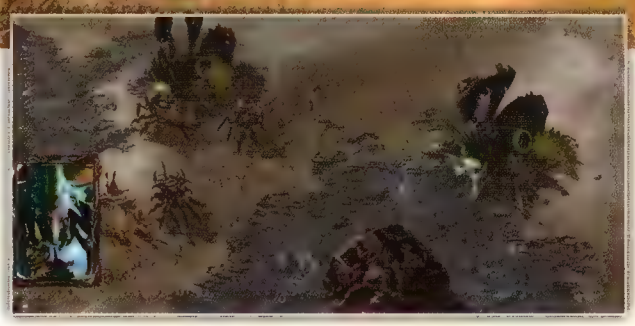
Soon Naktul points out the location of another trapped Swarm Queen **(7)** up in the northwest corner of the minimap. After you fend off a wave of three flame-spewing Hellions in the leftmost passage **(3)**, send your Kerrigan-led group (including a couple of Swarm Queens) up the canyon. Use Kerrigan's Kinetic Blast to blow apart the Bunker you encounter en route **(6)**, then use the ability again after it cools down on the Dominion Goliath that comes charging down next. Continue up the rock ramp to the cave and wipe out the Dominion guards to free the second Swarm Queen and her Zerglings. Add them into your Kerrigan-led group and pull back to the base again.

BONUS: RESCUE THE THIRD TRAPPED SWARM QUEEN.

Now Naktul reveals the location of the third trapped queen **(8)**. Build up Kerrigan's rescue group to include at least 3-4 Swarm Queens and 20 or so Zerglings. Before you set off up the rightmost passage, make sure you've also got some Zerglings supported by a Swarm Queen posted just behind the two Spine Crawlers guarding the leftmost passage **(3)** to fight off intruders there.

That formidable Dominion outpost **(5)** we mentioned earlier blocks the passage, so hit it hard. Direct Kerrigan to immediately nail the Siege Tank with a Kinetic Blast—you want the tank out of commission first. Then tear open the Bunker next or else the Marines garrisoned inside will decimate your Zerglings. Finally, eliminate the Marauders.





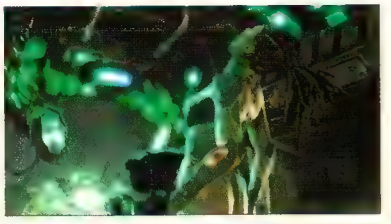
This is a very tough fight, so afterwards you may need to reconstitute Kerrigan's group before you push further north to the trapped queen. Again, 20 Zerglings and 3-4 Swarm Queens should do the job. As you approach the cave, you hit the outskirts of a Dominion forward base where you encounter a variety of troops including some flyers: Wraiths and a Viking. Here's where your Swarm Queens come in combat-handy, since they can hit air units with their Acid Spines. Try to wipe out the enemy squad guarding the cave as soon as possible so the trapped queen and her Zerglings can join you as instant reinforcements.

If you manage to liberate all three of the trapped Swarm Queens before the timer hits zero and Naktul's Brood arrives, we suggest you run Kerrigan's group back toward your hive cluster for safety and defense purposes. Then wait out the timer. When Naktul's Nydus Worms finally burst from the ground and disgorge her powerful brood, you're ready for the next phase of the mission.

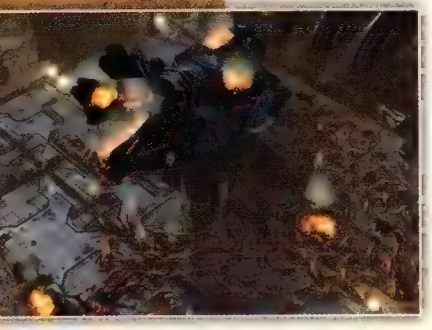
DESTROY THE DRAKKEN PULSE CANNON!

Naktul's Brood includes not only a host of Zerglings and Swarm Queens but also a big contingent of Overlords, so your supply cap suddenly jumps up significantly. Start filling up your Hatchery's production queue with more Zerglings and Swarm Queens. You should have plenty of minerals and Vespene Geyser by now, but if not, add a few more Drones to the queue as well.

Now comes the fun part of being Zerg. As Naktul points out, you can take charge of your *entire* army—every single Zerg warrior on the field—with a simple punch of the [F2] button (or a click on the "Select Army Units" button just above the minimap). Do so now and send the entire howling mob directly up the center of the map to the bridge **(9)** leading into the main Dominion base where the Drakken Pulse Cannon hunkers **(10)**. Note that the Select Army Units option does *not* include Drones, so your workers won't be pulled from their collection jobs when you use this option.



As you move toward the enemy's main base, more Nydus Worms burst from the ground to disgorge still more Zerg minions for your ever-growing horde…including a Worm that rises up inside the base itself! Sweep into the base and use Kerrigan's Kinetic Blast to take out heavy targets like Siege Tanks and the two lumbering Thors parked on either side of the Drakken Cannon. When you get close, focus your full army's assault on the cannon. When it is destroyed, the mission is successfully completed.



I'M ALIVE

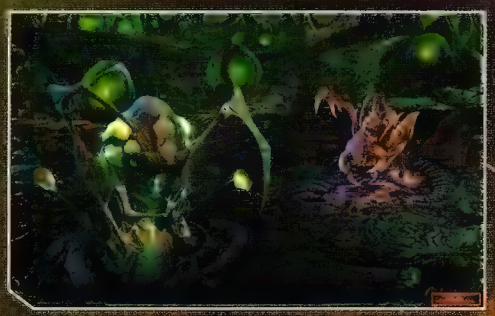
This is the first mission Kerrigan is "allowed" to die and not fail the mission. If she dies, she will be revived at the Hatchery in 60 seconds. Kerrigan's Cocoon will automatically appear next to the Hatchery. When she leaves her Cocoon, she has full Life and full energy. While Kerrigan is in her Cocoon, her portrait is dark. A cool down meter shows how soon she will reappear.

NEW MISSIONS!

After you complete "Rendezvous" you get a choice of two new planets to visit, each with a three-mission sequence. You can travel either to Char for "Domination" or to Kaldir for "Harvest of Screams." Before you select a mission, you can click on both Char and Kaldir onscreen to get an overview of the mission sequence on each planet.

Note that once you click the TRAVEL button for either Char or Kaldir, you start that planet's mission sequence and are locked into completing all three missions before you can travel to the other planet.

EVOLUTION CHAMBER



This is the "workshop" of the creature Abathur, a genetics master responsible for the ongoing evolution of the Swarm. As the Campaign progresses, you gain access to mutations in the Chamber that enhance the capabilities of your Zerg unit types. Some of Abathur's mutations boost attack stats; others boost speed or durability. Note that you can return to the Evolution Chamber between Campaign missions and swap out these species mutation selections.

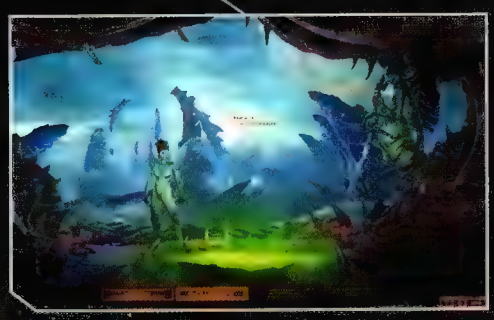
The Chamber is also where you launch special "Evolution Missions"—seven side missions that demonstrate and unlock new strains for each primary Zerg combat unit: Zergling, Roach, Baneling, Swarm Host, Hydralisk, Mutalisk, and Ultralisk. Unlike the unit mutation selections mentioned above, once you complete an Evolution Mission and select a new strain, that choice is locked—you can't change it later.

KERRIGAN'S CHAMBER

Accessed via the *Leviathan* nerve center, the Queen of Blade's personal chamber is where you can view and customize her powerful ability set based on how many "Kerrigan levels" you've earned in previous missions.

New abilities such as Improved Overlords or Zergling Reconstitution become available in tiers; you can select just one ability from each tier. But you can return to Kerrigan's chamber between Campaign missions to swap out abilities on each tier.

THE LEVIATHAN



NERVE CENTER

The *Leviathan*'s nerve center serves as the command post for the spacefaring creature. In the nerve center, the Queen of Blades receives intelligence briefings from Izsha, her advisor. She also confers here with various Swarm commanders, special visitors, and the occasional prisoner of war. The nerve center is where you launch new missions. It also provides access to Kerrigan's personal chamber, to the Evolution Chamber, and to archives of previously completed missions.

HARVEST OF SCREAMS

MISSION OVERVIEW

You've tangled with the Terrans, now you get to face the Protoss. Here, you must destroy their communication spires before they can be used to call in the mighty Protoss fleet. But first you need a genetic boost from Kaldir's indigenous fauna so you can overcome the moon's "flash freeze" storms that periodically freeze everything that hasn't adapted to the cold.

PREREQUISITES

Complete the Umojan Protectorate missions.

OBJECTIVES

MAIN

- Collect Ursadon Matriarch essence.
- Recover the Lost Brood.
- Destroy 3 Psi-link Spires.

BONUS

- Kill 2 more Ursadon Matriarchs (+1 Kerrigan level each).

REWARDS

Main Objectives: +5 Kerrigan levels

Bonus Objectives: +2 Kerrigan levels

ACHIEVEMENTS

ACHIEVEMENT	PTS	REQUIREMENTS
Harvest of Screams	10	Complete the "Harvest of Screams" mission in the Heart of the Swarm Campaign.
Ice Breaker	10	Destroy 20 unfrozen enemy structures in the "Harvest of Screams" mission.
Storm Chaser	10	Complete the "Harvest of Screams" mission in less than 15 minutes on Normal difficulty.

LOCATION: KALDIR

INTERLUDE: THE *LEVIATHAN*

MORPH ZERGLING

The Zergling species has mutations available, so click on the Zergling in the Pit to view your three choices. As Abathur explains, your choice is not permanent. You can return to the Evolution Chamber between missions and switch to a different mutation if you want.

HARDENED CARAPACE
Gains +10 maximum life, an increase of 30%.

METABOLIC BOOST
Movement speed increased by 60%.

ADRENAL OVERLOAD
Attack speed increased by 50%.

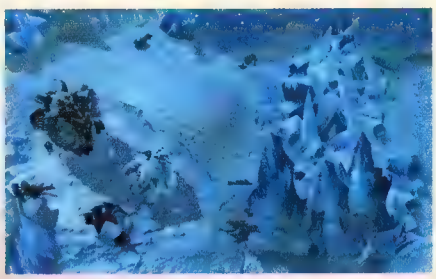
IZSHA'S BRIEFING

Natash moved her Brood into these ice valleys to fight the Protoss. It is unknown if she will join you willingly.

MISSION

As the mission opens, Kerrigan senses that the local fauna's Matriarchs have essences strong enough to help your Zerg units adapt to the moon's bitter cold. You start with a small group of Zerglings **(1)** in a frozen canyon.

COLLECT THE ESSENCE OF AN URSADON MATRIARCH.



Hotkey your initial group and move north until a big white Ursadon attacks. Hit it with a quick Kinetic Blast and continue north until you find a feral Roach **(2)** encased in ice—a tough Zerg species with a ranged acid attack. Your approach thaws the creature and you take control; add him to your group. Continue down the canyon, hunting more Ursadons and thawing more Roaches.

NEW UNITS

ROACH
Assault unit. Regenerates life quickly while burrowed.
Attacks ground targets.

LEGEND

PRIMARY

1. Start
2. Feral Roach
3. Frozen wall & Ursadon Matriarch
4. Abandoned Hive Cluster
5. Psi-link Spire
7-8. Protoss outposts
9. Psi-link Spire
10. Protoss outpost
12-13. Protoss outposts
14. Psi-link Spire

SECONDARY

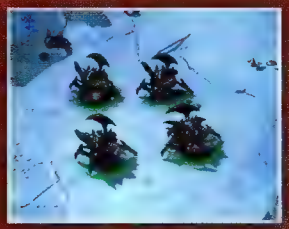
[illegible]

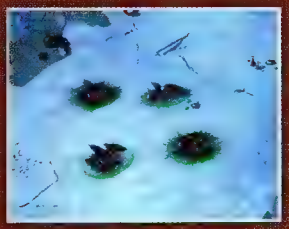
As you move ahead, Izsha reports that a flash freeze storm is imminent. Eventually you reach a frozen rock barrier **(3)** that blocks the valley. Two more feral Roaches are frozen here, but your arrival triggers the storm. Kerrigan and her group flash-freeze in place. All you can do is watch as a big Ursadon Matriarch with massive claws and 500 Life starts hammering at the other side of the rock wall, trying to reach you! She has two Ursadon pack mates as well.

The storm ends just as the Matriarch and her minions smash through the rocks and attack Kerrigan's group. After you thaw, immediately target the Matriarch with a Kinetic Blast, follow up with Crushing Grip on the Ursadon group, and then quickly add the two new Roaches into your group so you have a concentrated ranged attack. Focus your group's fire on the powerful Matriarch first, and then eliminate her sidekicks.

ROACH REGENERATION

Each Roach has a Rapid Regeneration ability that allows the creature to heal itself quickly when burrowed. To track Roach Life, watch their icons in the group selection pane or hold down the [Alt] button to display unit status bars in the battlefield view. Quickly select and burrow Roaches that get too low on Life—that is, when their Life status turns orange or red.

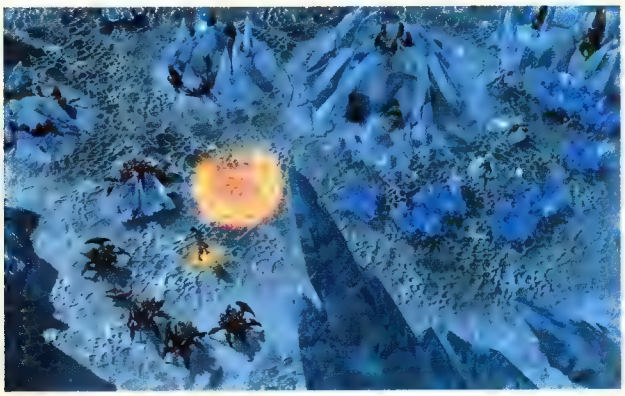


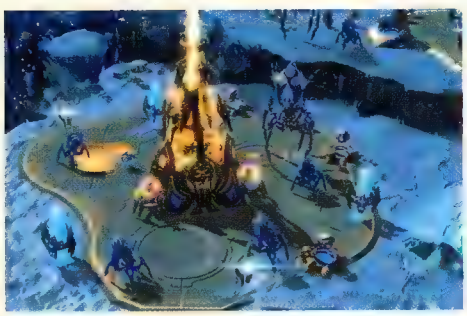


Note that you can also toggle on "Show Unit Life Bars" in the Options Menu under Gameplay. If you do this, we suggest choosing the Damaged option, which only displays the status bars of units with less than maximum Life.

RECOVER THE LOST BROOD.

When you kill the Matriarch and gain her genetic essence, Abathur immediately effects a mutation that lets your units withstand the frozen rigors of Kaldir. Push the group up the canyon until Kerrigan reaches the orange destination marker **(4)** inside Nafash's abandoned Zerg Hive. Your arrival brings the Hive back to life. But Izsha reports that the Protoss are now aware of your presence.





The Protoss leader announces his intention to contact Shakuras, his clan's homeworld, so its Golden Armada can be summoned to crush the Queen of Blades. Izsha notes that although this Protoss expeditionary force on Kaldir is outside normal contact range with Shakuras, they have erected Psi-link Spires that can amplify psionic communication when activated. You must destroy them!

DESTROY THE FIRST PSI-LINK SPIRE.

The nearest spire **(5)** is marked on your minimap just to the north of your hive cluster. At the same time, Abathur reports that he's detected more Ursadon Matriarchs and would like you to collect more of their essences. Two Matriarch dens **(6, 11)** pop up on your minimap as well. Now you have plenty of tasks ahead.

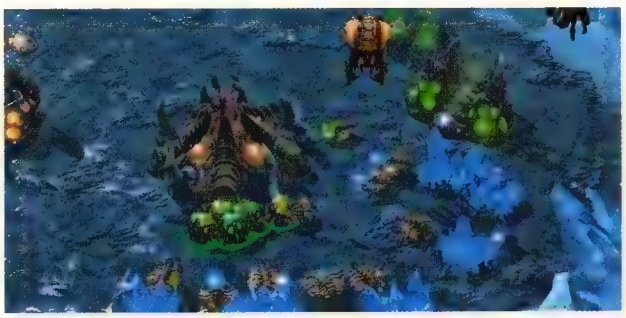
Kerrigan Levels

"Harvest of Screams" introduces a new concept: you can make Kerrigan more powerful by leveling her up. In a number of Campaign missions you earn "Kerrigan levels" by completing main and/or bonus objectives. Gaining these levels lets Kerrigan acquire new abilities and boosts her stats.

For more on this, see "Leveling Up Kerrigan" in the Upgrades section of our Basics chapter.

GET YOUR HIVE HUMMING.

The first thing is to get your Hive production running efficiently. The colony already has the basic pieces in place—Hatchery, Spawning Pool, Extractor, and a new structure, a Roach Warren.



You know the drill by now:

1. First, put your Drones to work harvesting minerals and Vespene Geyser. Keep morphing more Drones over time until you have three of them working each field and geyser.
2. Group Kerrigan with your Roaches and move them up to the northern entrance to the base, next to the Spine Crawler.
3. When you can, send a Drone to mutate a second Spine Crawler beside the first one.
4. Birth a Swarm Queen from your Hatchery and send it to join Kerrigan's group.
5. Send a Drone to mutate into an Extractor over the second Vespene Geyser. Then morph three more Drones to start collecting its gas.
6. As mentioned, Nafash's Hive has a Roach Warren. As your workers boost your mineral and gas totals, click on the Hatchery and start morphing Zerglings and Roaches from Larvae.

ROACH WARREN

Designed to simulate the humid, mountainous depths needed to create the Roach, the Roach Warren is the perfect home to evolve simple larvae into an acid-spewing, regenerating monstrosity.

DEFEND THE HIVE.

Soon the Protoss send a patrol down the canyon from their northeast base. Use Kerrigan's group and the Spine Crawlers to fend off the attackers. This first Protoss raid gets caught in a flash freeze storm, making it much easier to eliminate them. The storm lasts for a full 1:30, so after you destroy the raiding party, hustle Kerrigan's group up the canyon and start wiping out all combat units inside the frozen Protoss base **(5)** until the storm subsides.

WIPE OUT THE PROTOSS BASE.

If you can manage to terminate most of the base's Protoss combat units (Zealots and Stalkers) plus the Photon Cannon emplacements, you can leave Kerrigan's initial force inside the base after the storm subsides. Mop up any thawing remnants, destroy all the structures, and then blast the Psi-link Spire to complete the first part of your main objective.

UNIT MATCHUPS

Roaches are strong versus Protoss Zealots, and swarming Zerglings are very effective against Protoss Stalkers. Swarm Queens are weak against Zealots, so if you get into non-storm combat, keep your queens behind a front line of Roaches and Zerglings.

But if the storm ends with a lot of Protoss units still alive and thawing, you might want to retreat back to the Spine Crawlers on the perimeter of your hive cluster and wait until you can build up a good-sized strike force while you wait for the next flash freeze.

FROZEN PROTOSS

The Protoss cannot move or attack during a flash freeze storm. Take advantage of your newly developed ability to endure storms and attack Protoss units while they're frozen! Target combat units first, including Photon Cannons. Once the fighters are eliminated, you can destroy the Protoss buildings unmolested.

START AN EXPANSION COLONY.

Once you clear out all Protoss structures at **(5)**, Kerrigan orders Izsha to drop in a Hatchery from the *Leviathan*. Izsha complies and sends down a Spine Crawler as well. Root the Spine Crawler on the western edge of the new creep spread then morph Drones from the new Hatchery and start harvesting the Mineral Fields and Vespene Geysers. With two Hatcheries and two full harvesting operations, you can pump out new units twice as fast.

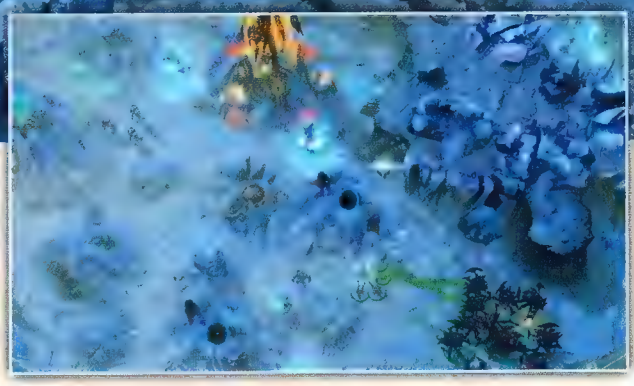
DON'T WASTE THE STORMS!

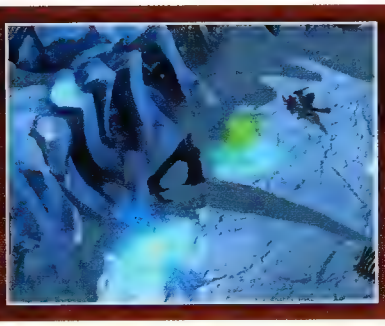
Every time a flash freeze storm hits, immediately rush any combat forces you have available west toward the Protoss advance bases. The Protoss are frozen and defenseless, so use the storm time to scout and eliminate defenseless enemy units. The storms get shorter in duration as the mission progresses, so use every spare second to your advantage.

Put a mix of units next to the Spine Crawlers in both bases for defensive purposes. (Remember to add Overlords to raise your supply cap.) Then build up a good force of 20 or more Zerglings, 10-12 Roaches, and 3-4 Swarm Queens. Rally these units up in the new base **(5)** and add them to Kerrigan's group—this is your main strike team.

BONUS: KILL THE FIRST URSADON MATRIARCH.

Between storms, send Kerrigan's strike team up into the canyon to the north to find another Ursadon Matriarch for a bonus gain of +1 Kerrigan level. The Matriarch has five white minions, so it's no easy task. But once you reach her lair, you unfreeze three feral Roaches who can join your team. Don't miss the glowing gas and mineral pickups in the Matriarch's canyon! Free resources are always nice. When the Ursadon Matriarch falls, you gain her essence, which increases visibility during flash freeze storms.





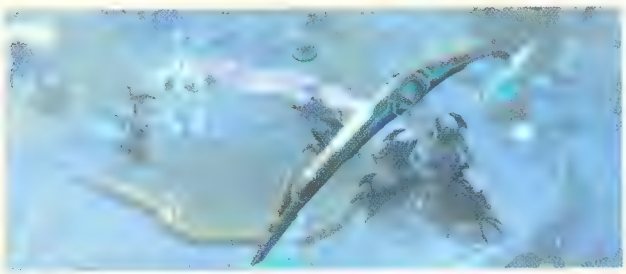
GAS/MINERAL PICKUPS

Don't miss the glowing green gas and glowing blue mineral pickups in the Matriarch's canyon. Just walk any unit over them to make a pickup.

DESTROY THE SECOND PSI-LINK SPIRE.

WIPE OUT THE PROTOSS FORWARD BASES.

Now you're ready to advance on the next Psi-link Spire. En route sit a pair of Protoss advance bases **(7, 8)** built on golden platforms. As before, wait until the next flash freeze then rush in and target anything that can shoot back when thawed: Zealots, Stalkers, and the emplaced Photon Cannons.



Nafash's Corpse

Look for the remains of the Broodmother Nafash in the first Protoss forward base **(7)**.

RAZE THE MAIN BASE AND SPIRE.

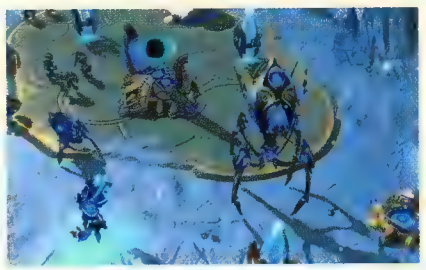
The Protoss base around the second Spire **(9)** is heavily defended, so you want a sizeable strike force *and* you want to start your assault at the very beginning of the next flash freeze storm. The numerous base defenders include some very powerful Protoss units called Archons, so wait until they're all frozen. Whenever Kerrigan has Kinetic Blast available, use it on a frozen Archon. Keep your strike force focused on dangerous targets—don't let them waste time attacking buildings or the Psi-link Spire. Save those for last.

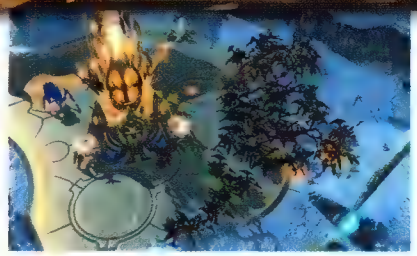
BONUS: KILL THE SECOND URSADON MATRIARCH.

After you destroy the second Psi-Link Spire, you can find and kill the second Ursadon Matriarch in her lair **(11)**. To reach her, however, you must fight through another Protoss advance base **(10)** that features two lethal Archons. So you can wait until the next flash freeze or reinforce Kerrigan's strike team and try to smash through in a real fight. (We recommend waiting for a storm.) Then push west into the canyon beyond to nail the last Matriarch and gain her essence.

DESTROY THE THIRD PSI-LINK SPIRE.

The last Protoss base is heavily fortified, as Izsha will point out if you get too close when no storm rages. The layout features a forward base and a resource operation **(12, 13)** with some very powerful new units: the towering Colossus (its Thermal Lance decimates Zerglings) and the brawny Immortal assault strider (lethal to your Roaches).





Consider hitting [F2] to select your entire army and gather them on the plain **(10)** just north of the base entrance. When the next frost freeze storm hits, rush everyone into the base and start clearing out targets. If the storm ends before you reach the harvesting area **(13)**, you might want to pull back north and wait for the next storm. But if you still have a large force when only the Protoss Spire platform remains **(14)**, send the full Swarm on an Attack-Move to terminate the last objective.

INTERLUDE: THE *LEVIATHAN*

NERVE CENTER

When Kerrigan returns to the *Leviathan* nerve center, she finds a female Protoss prisoner being held for dissection according to Abathur's wishes. But Kerrigan wants her alive for now.

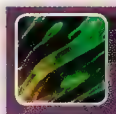
After the cutscene, click on all new conversations to hear Kerrigan's thoughts on Nafash's mistake, and Izsha's interpretation of Zerg destiny. Then talk to the prisoner, Lasarra: she claims that the Protoss on Kaldir are merely colonists looking to improve the planet's habitability.

EVOLUTION CHAMBER

A new conversation with Abathur reveals that "failed experiments" are slowly (and painfully) converted into "biomass." You also have mutations now available for the Roach species.

MORPH ROACH

The Roach species has mutations available, so click on the Roach in the Pit to view your three choices. As with the Zergling mutation selection you made earlier, your choice is not permanent. (In fact, you can also select the Zergling in the Pit and change its mutation now if you want.)



HYDRIODIC BILE

Gains +8 damage versus Light units, an increase of 50%.

ADAPTIVE PLATING

Gains +3 armor when Roach's life is under 50%.

TUNNELING CLAWS

Roach can move at full speed while burrowed.

Life regeneration rate increased by 100% while burrowed.

KERRIGAN'S CHAMBER

When you click the Kerrigan button at the bottom of the *Leviathan* nerve center screen, you enter Kerrigan's personal chamber. Here you can view and customize her ability set, based on how many "Kerrigan levels" you earned in previous missions. For a complete overview, see "Leveling Up Kerrigan" in the Upgrades section of our Basics chapter.

If you came to Kaldir directly from the Umojan Protectorate missions and you completed all main and bonus objectives in "Harvest of Screams," you've got 8 Kerrigan levels—1 free level plus 7 (5 main, 2 bonus) earned from the mission. Once you earn 10 levels you can gain another ability.

Note that Kerrigan's abilities always come in pairs: you must choose one or the other in each pair. Some must be triggered actively by selecting them on Kerrigan's command card. Others are "passive" in that they always apply—you don't have to do anything to trigger these abilities.

For the next mission, we highly recommend that you keep the quick offensive punch of Kinetic Blast (active ability) and add the extra ricochet damage inflicted by your regular attacks in Chain Reaction (a passive ability). But again, choose the abilities that match your style of play.

SHOOT THE MESSENGER

MISSION OVERVIEW

This mission can be very difficult unless you're efficient in your base development and produce the right mix of units. "Shoot the Messenger" challenges you to destroy multiple Protoss Shuttles before they can escape via Warp Conduit to Shakuras and alert the Golden Armada to Kerrigan's presence on Kaldir. Not even one Shuttle can make it through, but the task is complicated by the fact that the Protoss have three Warp Conduits.

PREREQUISITES

Complete "Harvest of Screams."

OBJECTIVES

MAIN

- **Destroy all 8 waves of Protoss Shuttles.**
- **No Shuttles can escape.**

BONUS

- **Destroy the 3 Stasis Chambers (+1 Kerrigan level Each)**

REWARDS

Main Objectives: Zergling Evolution Mission

Bonus Objectives: +3 Kerrigan levels

ACHIEVEMENTS

ACHIEVEMENT	PTS	REQUIREMENTS
Shoot the Messenger	10	Complete the "Shoot the Messenger" mission in the Heart of the Swarm Campaign.
Warp in Peace	10	Don't let a Protoss Shuttle begin Warping Out in the "Shoot the Messenger" mission.
Extreme Nexism	10	Destroy 2 Protoss Nexuses in the "Shoot the Messenger" mission on Normal difficulty.

LOCATION: KALDIR

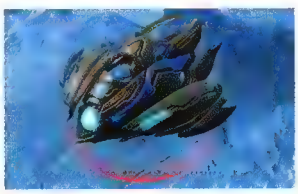
IZSHA'S BRIEFING

The Protoss still seek to warn Shakuras of our presence. They are preparing to send shuttles through their warp network to Shakuras.

MISSION

The three overall keys to success in this mission are as follows:

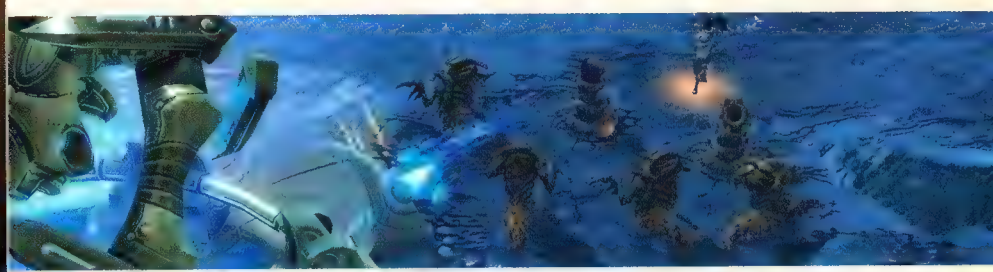
1. Get your first Hive's economy up to speed as fast as you can.
2. Crank out *lots* of Hydralisks, the new unit available—as many as possible. You need two large groups of them by mid-mission.
3. Awaken the nearby abandoned hive cluster and get it harvesting resources and producing Hydralisks too.



As "Shoot the Messenger" opens, you get the basic concept: Protoss Shuttles are trying to fly into big Warp Conduits to escape Kaldir. If any Shuttle reaches a Warp Conduit, the escaping ship will warp back to the Protoss clan's homeworld of Shakuras with news of Kerrigan's presence on Kaldir. If that happens, Shakuras will deploy its massively powerful Golden Armada…and your cause is lost. So your primary goal is to destroy every Shuttle that makes this escape attempt—not an easy task.

DESTROY THE FIRST PROTOSS SHUTTLE WAVE.

Immediately start developing your hive cluster **(1)** by harvesting resources and adding to your Drone worker crew. (For more on Hive development, see the next section.) But just moments after the mission opens, the first escaping Protoss Shuttle starts flying toward the Warp Conduit **(2)** just to the west of your base. (Note that the Shuttle's flight path is marked with red arrows on your minimap.)



To counter this move, do two things:

1. Find the uprooted Spore Crawler at the northern edge of the colony. Root it in the creep next to the already-rooted Spore Crawler by the Warp Conduit so you've got two anti-air emplacements ready.
2. Group Kerrigan with your initial squad of Hydralisks and move them next to the Spore Crawlers.

NEW UNIT

HYDRALISK

High-damage ranged unit. Attacks ground and air targets.

LEGEND

PRIMARY

1. Start
2. Warp Conduit
3. Abandoned Hive Cluster
5-6. Warp Conduits
7. Frozen Zerg
9-10. Frozen Zerg
12. Frozen Zerg

SECONDARY

4. Bonus: Stasis Chamber
8. Bonus: Stasis Chamber
11. Bonus: Stasis Chamber

SHUTTLE ROUTES

Red arrows mark each Protoss Shuttle's flight path on your minimap, so you get advanced warning where to set up your anti-air units.

Now you're ready to blast the Protoss Shuttle from the sky as it approaches the Warp Conduit. The Shuttle is somewhat resilient with its 400 Shields and 200 Life. But Kerrigan's Kinetic Blast can take a big chunk out of the Shuttle's protection with just one shot. Your anti-air group knocks it down easily.

Now you have some time to get better established before the next Shuttle makes an escape run. Note that a total of eight waves of Protoss Shuttles (including the one you just shot down) will try to escape in "Shoot the Messenger." So that's one Shuttle wave down, seven more to go!

DEVELOP YOUR HIVE CLUSTER.

Let's start by noting some changes in your basic Hive setup. Instead of a Hatchery, you have a Lair. A Lair is an upgraded version of the Hatchery (you need a Spawning Pool for the upgrade) that allows new structures. For example, the Lair lets you produce a Hydralisk Den—and in fact you already have one of those to start this mission. The Hydralisk Den lets you morph Hydralisks from the Larvae at your Lair. You'll need plenty of Hydralisks in this mission because they're mobile and can shoot down flying foes.

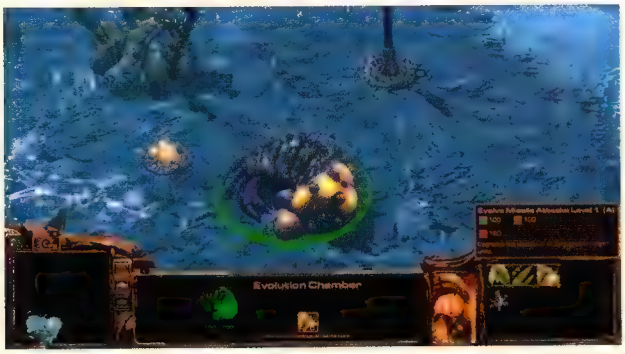
LAIR

A Hatchery that matures into a Lair benefits from both increased toughness and extended access to the stored genetic knowledge of all Zerg. This allows Zerg Drones to mutate into more complex structures, which in turn provide the genetic code needed by Larvae to morph into new strains.

HYDRALISK DEN

The Hydralisk Den bears only a passing resemblance to the nests of the once-peaceful Slothien from which the Hydralisks were evolved. The slime-covered walls of this vile place contain within them the genetic codes necessary for a hive cluster to produce Hydralisk warriors.

Root an additional Spine Crawler or two on the base's west and north perimeters. Crank out a Swarm Queen and a few Zerglings too; group these units with Kerrigan to complete the upcoming bonus objectives.



EVOLVE BETTER MISSILES.

One other thing to note: you can evolve several upgrades to your units at the Evolution Chamber. You start with three different upgrades available, but the one we recommend buying as soon as possible (for 100 minerals plus 100 gas) is "Evolve Missile Attacks Level 1" which upgrades the attacks of all Zerg ground-based ranged units. This includes the Hydralisk and the Swarm Queen, both of which can fire missiles (called "spines") at air units. With an upgraded missile attack, your Hydralisks can shoot down escaping Protoss Shuttles more quickly.

NO ROACH WARREN NECESSARY

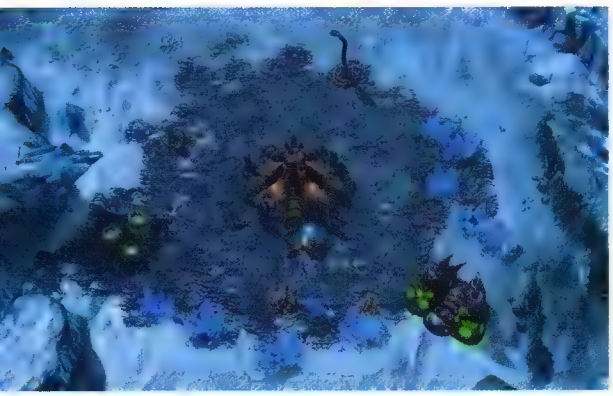
Your initial Hive doesn't have a Roach Warren, but you probably won't need Roaches other than the ones given at mission start. Pour your resources into Hydralisk production instead.

DEFEND THE HIVE FROM GROUND ASSAULT.

Not long after you shoot down the first shuttle, the Protoss expeditionary leader starts sending small squads of Zealots or Stalkers to attack your swarm cluster. If you have Spine Crawlers rooted at the north and west entrances, you can fend off these Protoss raiders with backup from any Hydralisks that you have in the swarm cluster.

AWAKEN THE FROZEN SWARM CLUSTER.

Leave most of your Hydralisks in your base and group Kerrigan with a few Zerglings, the Roaches you started with, a Swarm Queen for healing, and a couple of Hydralisks. Send Kerrigan's group due east from the base then veer southeast to liberate a small frozen hive cluster **(3)** and start production.

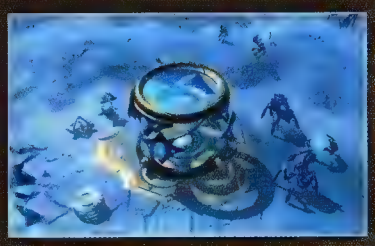


This new base gives you the production edge you need to win this mission easily. Immediately morph Drones and get them harvesting the nearby minerals and gas, then start cranking out Hydralisks. You'll need these anti-air units to shoot down Shuttles that will start heading to other Warp Conduits soon to be revealed.

BONUS: DESTROY THE FIRST STASIS CHAMBER.

Shortly after you shoot down the first Shuttle, Izsha reports that the Protoss are collecting biological samples and storing the biomass in Stasis Chambers. The nearest chamber **(4)** is not far from the base, but a small handful of Protoss troops guard it. If you move quickly, you can complete this bonus task before the next Shuttle flies.

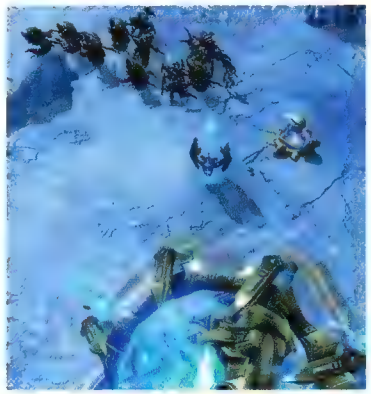
Send Kerrigan's group from the new base up the rock ramp just north of the secondary Hive to destroy the Stasis Chamber, eliminating Protoss guards on the way. (If you like to micromanage smaller battles like this, remember that Roaches are strong against Zealots, and Zerglings are particularly effective against Stalkers.)



Once you destroy the Stasis Chamber, send Kerrigan's group back to the secondary Hive **(3)**. You'll need them nearby shortly.

DESTROY THE SECOND PROTOSS SHUTTLE WAVE.

Soon the Protoss expeditionary leader sends a second Shuttle wave toward the same Warp Conduit **(2)** as before. This time, two Protoss Scout fighters escort the Shuttle. By now you should have a solid corps of 5-6 Hydralisks produced at your main base. Gather these together and assign a hotkey, then send the group over to join the Spore Crawlers guarding the conduit. When the Protoss flyers arrive, target the Shuttle first. You must knock it down before it can warp away! Then take out the Scouts.



DESTROY THE THIRD PROTOSS SHUTTLE WAVE.

Leave Kerrigan's strike group in your secondary hive cluster; keep harvesting at your two Hives; and keep cranking out Hydralisks. Soon Izsha reports that a third Shuttle with a more powerful aerial escort (a Protoss Void Ray) is heading toward a previously unknown Warp Conduit location. In fact, Kerrigan senses *two* more conduits activating. Both locations **(5, 6)** pop up on your minimap.

Fortunately, both locations are near the secondary Hive. When the red arrows on the minimap show you which Warp Conduit is this Shuttle's destination, hustle Kerrigan's strike group (including any new Hydralisks you've produced at the secondary Hive) up the plateau to that Warp Conduit and eliminate any Protoss defense.

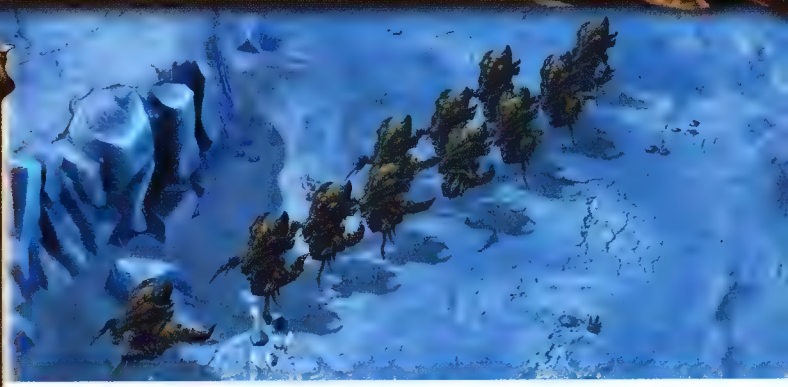
FREE HYDRALISKS

Find the two frozen Hydralisks (7) just up the valley to the north of your secondary Hive. Unfreeze and add them to your group...and keep an eye out for other frozen feral Zerg as you move through the ice valleys.

When the Shuttle arrives, hit it immediately with a Kinetic Blast from Kerrigan then focus the fire of your full group on it. Again, it's important to destroy the Shuttle first and worry about its support craft later.

BONUS: DESTROY THE SECOND STASIS CHAMBER.

After the Shuttle falls, quickly send Kerrigan's group northeast from the Warp Conduit toward the next Stasis Chamber **(8)**. (If you didn't find them earlier, be sure to unfreeze the feral, frozen Hydralisks **(7)** en route.) Destroy the Protoss guarding the Stasis Chamber then the chamber itself. Be sure to liberate the feral Zerg (Roaches and a Hydralisk) just north of the chamber **(9)**. Then hustle back down to the secondary Hive again.



DEVELOP TWO BIG HYDRALISK GROUPS.

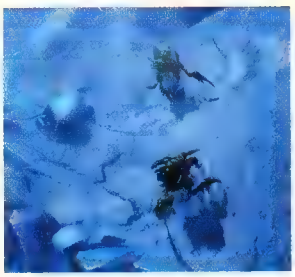
By now you should have a substantial swarm of Hydralisks at each hive cluster. These are your mobile Shuttle-killer groups. Both should be ready to move at a moment's notice, so put each on a separate hotkey. It's good to have a few Swarm Queens in each group for healing purposes and additional anti-air attacks.

DESTROY THE FOURTH PROTOSS SHUTTLE WAVE.

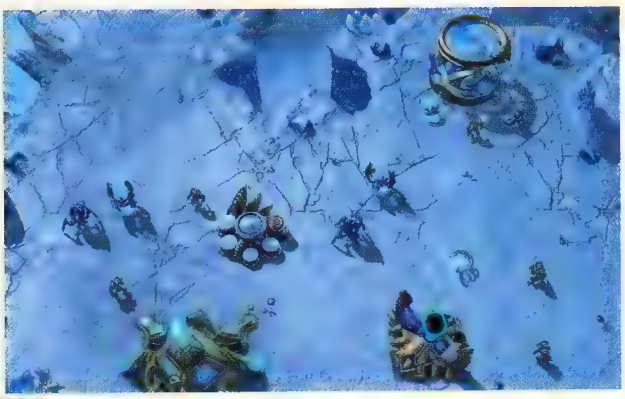
Next the Protoss commander launches a Shuttle from a new, closer base. This wave includes a two-craft escort—one Void Ray and one Scout. Once your minimap shows you which Warp Conduit is the destination, rush your nearest Hydralisk group to cut off the route.

BONUS: DESTROY THE THIRD STASIS CHAMBER.

This is probably the hardest task in this mission. Send a strong Kerrigan-led group up the west edge of the map, picking up the frozen Hydralisks **(10)** en route.

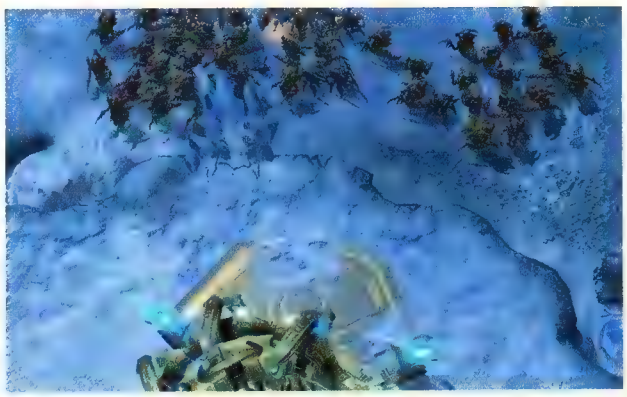


The third Stasis Chamber **(11)** sits just north of a small Protoss expansion base guarded by Zealots and Stalkers. You'll need to fight past these guards, so make sure Kerrigan is well escorted. Slip up the canyon to the north to find more frozen Zerg **(12)** who can join you.



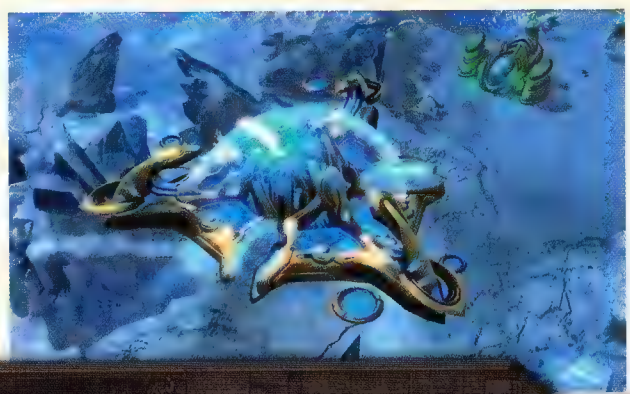
DESTROY THE REMAINING PROTOSS SHUTTLE WAVES.

Once you've destroyed the last Stasis Chamber, you can focus your full attention on defending the three Warp Conduits **(2, 5, 6)**. In the next three Shuttle waves, the Protoss will send two Shuttles apiece, each one heading toward a different Warp Conduit. So you must have two Hydralisk groups ready to move to the targeted conduits. Also: Keep Kerrigan's strike group ready to fend off any Protoss ground-based raiders who try to hit either of your two hive clusters.

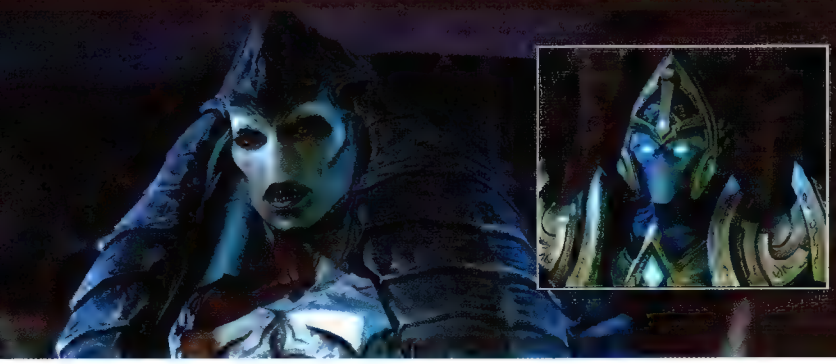


The final Shuttle wave includes three Shuttles with escorts that include a powerful Mothership, all heading for the same Warp Conduit. Mass all of your Hydralisks with Kerrigan a short distance out in front of the destination conduit. Designate the entire group to focus fire at each Shuttle before it can start its warp process. The Mothership arrives last, cloaking the Shuttle it escorts, so you must destroy the Mothership first in order to reveal the Shuttle. Hurry!

Remember to use Kerrigan's Kinetic Blast to knock big chunks of shielding off Shuttles and the Mothership. When all three Shuttles are destroyed, you win the mission.



INTERLUDE: THE *LEVIATHAN*



After the victory screen, Izsha queries Kerrigan about the strange feelings she senses in her queen. Kerrigan tries to explain the loss she feels…and memories of better times. When the scene ends, click on the new conversations available in the nerve center: Izsha says Zerg scouts report a large Protoss ship on the other side of the moon, and the prisoner Lasarra urges Kerrigan to leave before the Golden Armada can arrive.

KERRIGAN'S CHAMBER

If you completed all bonus objectives in "Shoot the Messenger" you gained 3 Kerrigan levels. If you're following this walkthrough, you've now likely pushed past 10 total levels, which opens up another tier of abilities for Kerrigan. Both the Zergling Reconstitution and Improved Overlords abilities are very valuable. Take your pick. (We like the latter choice, with its instant Overlord spawn and 50% more supply per Overlord.)

EVOLUTION CHAMBER

Abathur reports that he has two new strains of Zerglings available, but the sequences are mutually exclusive: only one can be chosen, the other discarded. Kerrigan asks the genetics master to set up a test environment so she can make an informed decision. (This makes the first Evolution Mission available on the Evolution Chamber selection screen.)

We highly recommend that you play the "Zergling Evolution" mission before you go on to the next Kaldir mission, "Enemy Within." Your Zerglings will gain an effective new ability regardless of which strain you choose to evolve.

EVOLVE!

Always play Evolution Missions as soon as they're available. The upgrades to your Zerg species can be very helpful.

MORPH HYDRALISK

The Hydralisk species has mutations available, so click on the Hydralisk in the Pit to view your three choices. As with previous mutation selections for other species, your choice is not permanent.

FRENZY

When Frenzy is activated, the Hydralisk gains +50% attack speed for 15 seconds.

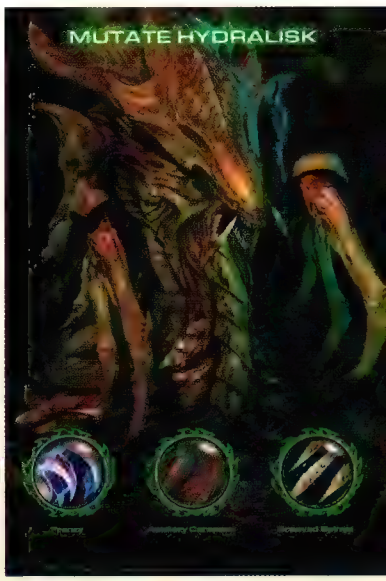
Cooldown: 30 seconds

ANCILLARY CARAPACE

Gains +20 maximum life, an increase of 25%.

GROOVED SPINES

Attack range increased to 6, an increase of 20%.



EVOLUTION MISSION AVAILABLE!

Completing "Shoot the Messenger" unlocks a mini-mission that lets you add special abilities to your Zergling units. In the Leviathan's Evolution Chamber, click the EVOLUTION MISSION button to bring up the "Zergling Evolution" selection screen.

See "Zergling Evolution" in The Evolution Missions section later in this guide for a complete walkthrough.

ENEMY WITHIN

MISSION OVERVIEW

This interior mission takes place onboard a Protoss vessel seeking to escape Kaldir. Your single-minded goal: terminate everyone aboard. "Enemy Within" is another hero mission—you control a unique character, a Zerg Broodmother named Niadra. At first Niadra is small and larval, and must evade enemies as she consumes biomass for growth. Eventually she can grow into a full Broodmother and birth Zerg units, giving you control of a small swarm.

PREREQUISITES

Complete "Shoot the Messenger."

OBJECTIVES

MAIN

- Gain 100 biomass.
- Find a safe place.
- Grow into a Broodmother.
- Destroy the warp drive.
- Escape to the Stasis Quadrant
- Destroy all 5 Escape Pods.
- Kill all 116 Protoss aboard the ship.
- Niadra must survive.

BONUS

- Infest the Giant Ursadon.

REWARDS

Main Objectives: Roach Evolution Mission

Bonus Objectives: +1 Kerrigan level

ACHIEVEMENTS

ACHIEVEMENT	PTS	REQUIREMENTS
Enemy Within	10	Complete the "Enemy Within" mission in the *Heart of the Swarm* Campaign.
Biomass Effect	10	Collect 450 biomass in the "Enemy Within" mission.
Failure to Launch	10	Don't let an Escape Pod reach less than 20 seconds until launch in the "Enemy Within" mission on Normal difficulty.

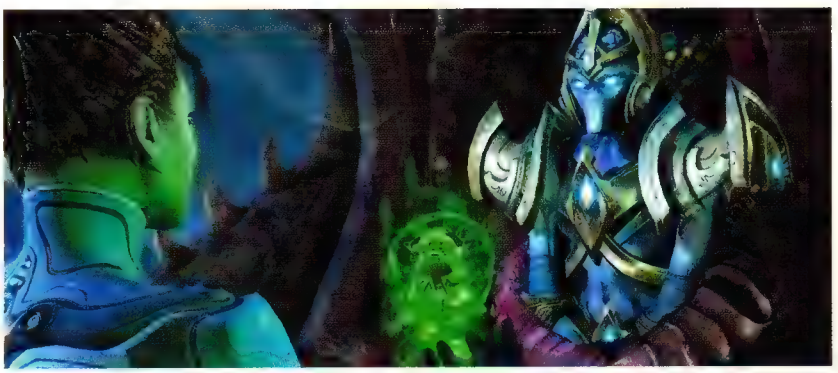
LOCATION: KALDIR

IZSHA'S BRIEFING

The Protoss have launched a vessel from the dark side of Kaldir. We are still able to sense its presence, but time is running short.

MISSION

This mission opens with a cutscene: Kerrigan implants a parasite into the prisoner Lasarra then allows her to be "rescued" by her kin and taken aboard the Protoss vessel. Upon arrival on the ship, Lasarra is consumed by the parasite: a tiny, defenseless Larva Broodmother under Kerrigan's command. When the scene ends, you take control of the creature **(1)** and must seek food and a safe place.



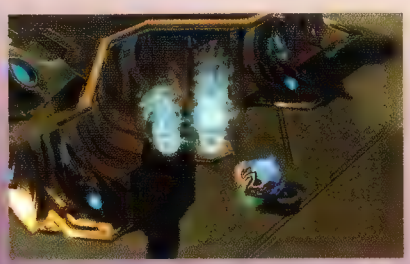
GAIN BIOMASS AND FIND A SAFE PLACE.

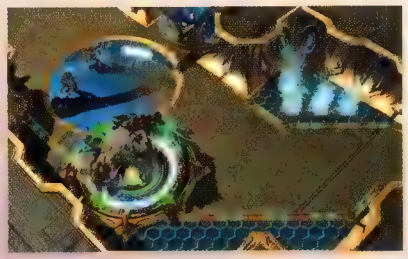
The "safe place" destination marker pokes through the map's fog **(4)** but it takes some work to get there. You start with 20 biomass (gained by consuming poor Lasarra) and must eat more until you reach 100. Travel to the southeast. When the bio-container lowers into the floor, move across it to the next room. Kerrigan points out the Zealot just around the corner then suggests using your Parasitic Invasion ability on the highlighted specimen creature, a Lyote **(2)**.

USE SPECIMENS TO GET PAST GUARDS.

Select Parasitic Invasion from the command card and left-click on the Lyote to infect it and take control. The noise brings the Zealot running to investigate. After he moves past you into the side room, click the Consume Host button on the Lyote command card. This meal gives you +5 biomass, boosting your total to 25. Still a long way to 100, so move on up the corridor.

Take Kerrigan's advice and hop into the highlighted steam vents to hide from the Sentry patrolling the hall. Quickly move to and hop up to a set of vents **(3)** across from a large, familiar-looking specimen: a Giant Ursadon. A squad of Zealots guards the hallway just beyond.





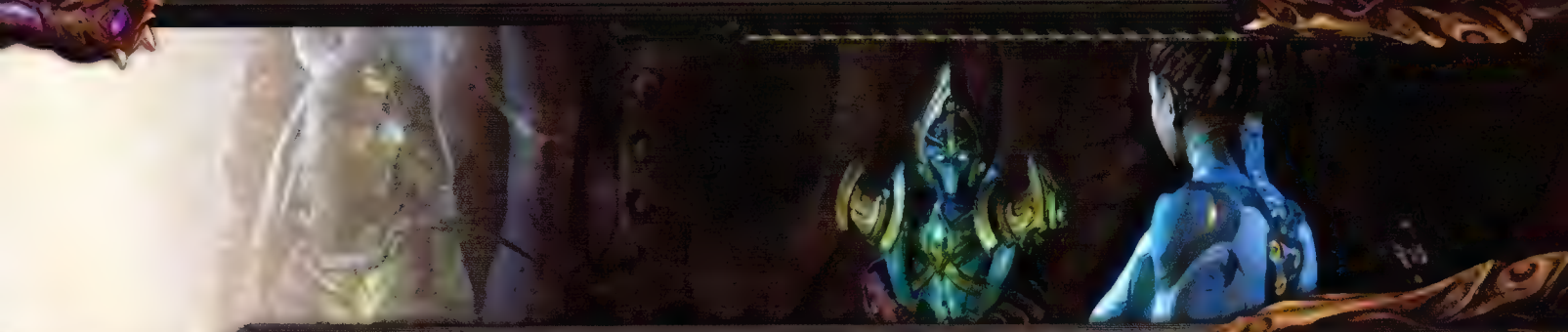
LEGEND

PRIMARY

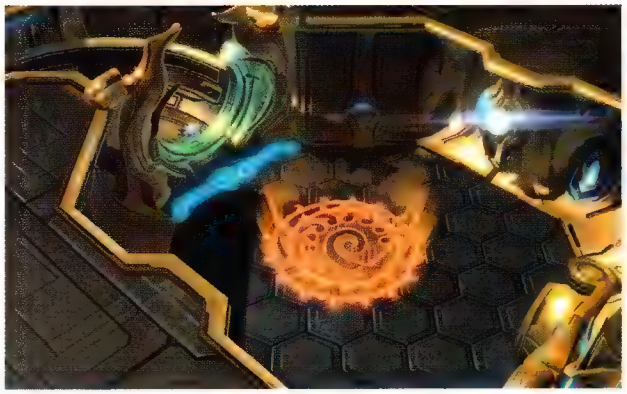
1. Start
2. Lyote host
3. Steam vents
4. Safe place
5. Specimen room
6. Psi-shield
7. Ventilation duct
8. Psi Broadcaster
9. Ventilation duct
10. Warp drive
11. Destination marker
12-13. Stasis chambers
15. Psi Broadcaster
16-17. Escape Pods (activated first)
18-20. Escape Pods

SECONDARY

14. Bonus: Giant Ursadon



Use Parasitic Invasion on the Ursadon to take control of it, and then attack the Zealots. After you crush them, continue into the next room and smash the two Sentries. The Ursadon is too big to fit into the ventilation shaft exit, so click Consume Host to gobble up the beast's +75 biomass. This gives you the 100 biomass that you need to transform into a full-sized Broodmother. But you need a safe place to do this, so proceed down the shaft into the vent access room to find the orange "safe place" marker **(4)** and hop onto it. Safe!



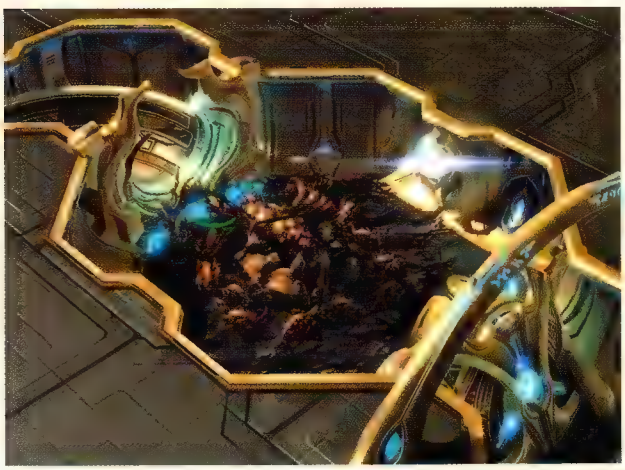
GROW INTO A BROODMOTHER.

Click the Grow button on the command card to use the 100 biomass you've consumed and morph into Niadra the Broodmother. Kerrigan explains your simple purpose for existence: spawn a brood…and destroy the Protoss.

KILL ALL 116 PROTOSS ON THE SHIP.

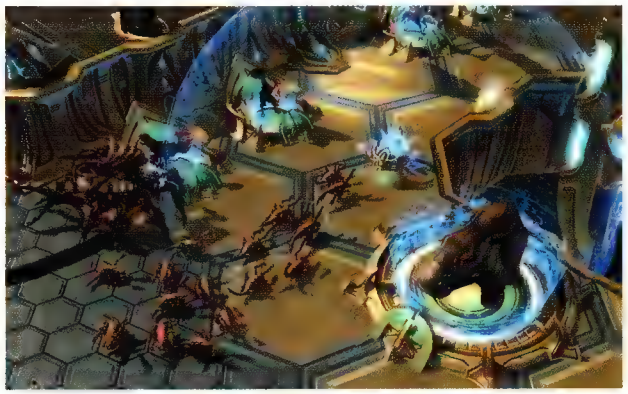
NIADRA MUST SURVIVE.

These are your overall objectives for the rest of the mission. In this first phase of growth, Niadra can birth Zerglings, up to a limit of 16 total. (Later, as Niadra gains more biomass, she can spawn other units as well.) She also has a Regeneration Aura that heals all nearby Zerg. Select Niadra and click the flashing Birth Zergling button on the command card eight times to spawn eight pairs of Zerglings. Each Zergling pair takes 5 seconds to emerge. Note that birthing Zerg from the Broodmother costs no resources.



Once all 16 Zerglings have emerged, group them with Niadra, select the group, and right-click the vent access door to destroy it. Then move Niadra's brood into the specimen-filled room **(5)**.

Now your twin goals are to reduce the Protoss population on the ship and consume captive specimens to gain more biomass. The next room features plenty of fauna: Lyotes, Karaks, Tastelopes, and a pair of big female Ursadaks worth +10 biomass apiece. Attack and eat every specimen you find! Unfortunately, the Protoss are now alerted to the Zerg infiltration, so you must fight off Zealots, Sentries, and Stalkers. As you lose Zerglings in these skirmishes, be quick to birth more to replace them. Again, you can have up to 16 active.

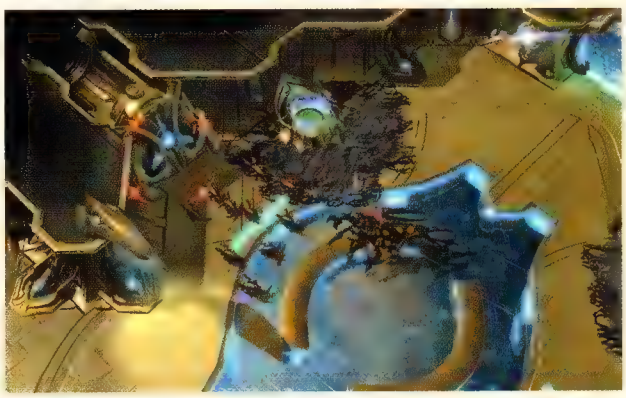


Unit Cap

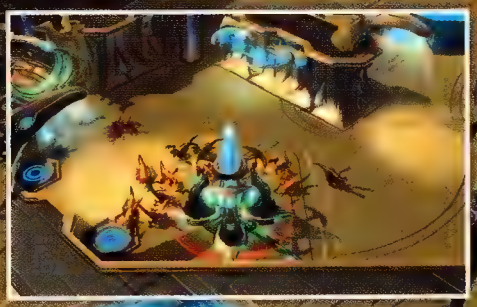
Since Niadra always births two Zerglings at a time, she cannot birth if the active Zergling total is 15 even though it's one under the cap of 16—the resulting total would take you over the cap.

DESTROY THE PSI BROADCASTER.

Once you clear the first specimen room, proceed through the arch into the next room. Destroy the Photon Cannon and Probe defending it, and consume the specimens. A Psi-shield blocks the exit passage **(6)** so have your Zergling swarm tear open the nearby vent access door and move through the ventilation duct **(7)** into the next room. (Niadra is too big to enter the duct.)

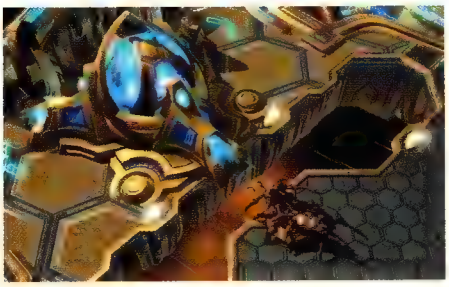


Once there, have your Zerglings eliminate the Protoss guards and tear apart the Psi Broadcaster **(8)** that powers the Psi-shield. This opens the passage and lets Niadra enter the next room too.



DESTROY THE WARP DRIVE.

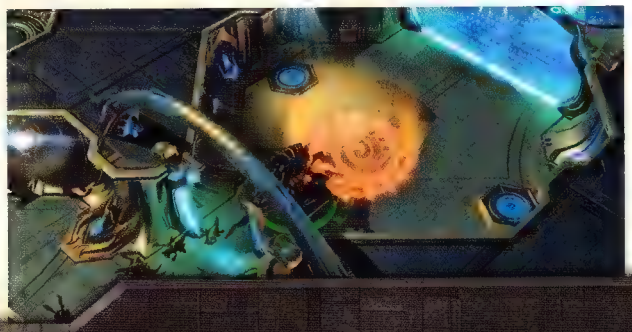
When Niadra enters, she senses a strong energy nearby, and the ship's warp drive location pops through the map fog. Eliminate the Protoss guards in the room and consume the specimens. If you approach the doorway at the far end blocked by a Psi-shield, you spot the vessel's warp drive…and a Photon Cannon starts firing at you.

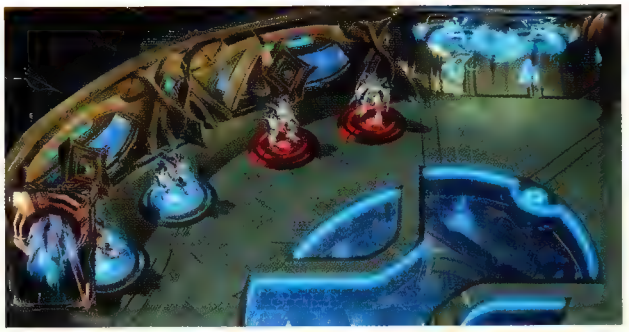


Send your Zergling pack through the nearby ventilation duct **(9)** to take out the Protoss Sentries and Photon Cannon. When these are gone, destroy the Psi Broadcaster to bring down the shield and march Niadra into the engine room. You can't reach the warp drive **(10)** for a melee assault, so let Niadra blast it with her ranged Acid Spines attack.

FIGHT YOUR WAY THROUGH THE STASIS CHAMBERS.

As the warp drive breaches, a timer starts counting down from 1:25 onscreen. You must escape the engine room and reach a safe location **(11)** before the timer hits zero. But the Protoss are determined to stop you from reaching the stasis chambers just beyond—a big squad of guards meets you just outside the passage. This is a tough fight, so make sure Niadra keeps birthing Zerglings to replace any units lost. (A Sentry may use its Force Field ability to place a barrier in the escape passage—if so, you must wait 15 seconds until it dissipates.) Wipe out the Protoss and move Niadra onto the orange destination marker.

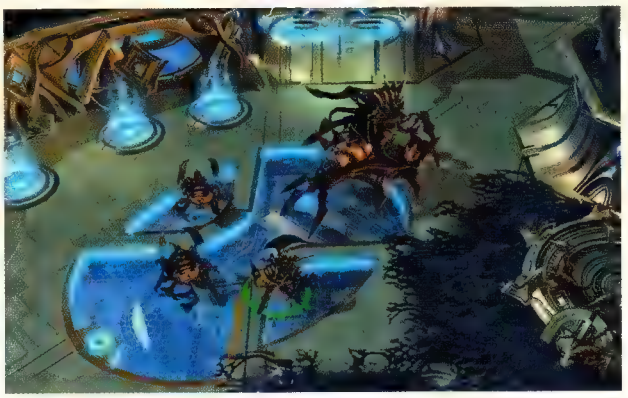




After the warp drive explodes, you learn that Protoss warriors are being awakened from stasis in the chambers up ahead. Four stasis chambers are in the next room. Push ahead and defeat the first two Zealots that emerge from stasis then defeat the next pair as it awakens. When the Protoss are eliminated, consume all of the specimens in the room. This should push your biomass total above 150.

GROW NIADRA AND BIRTH ROACHES.

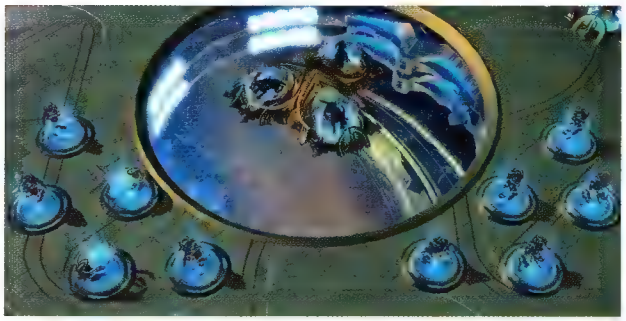
When Niadra reaches 150 biomass, the Grow button starts flashing again. When you click it, Niadra withdraws into a Broodmother Cocoon for a few seconds then emerges stronger, with the new ability to birth Roaches in addition to Zerglings. Birth as many Roaches as you can.



PROTOSS AWAKENING

Stasis chambers flash red just before releasing the Protoss warriors inside.

Now move your brood into the next room **(12)** where you find 12 Protoss in stasis chambers surrounded by specimen pods. The Protoss awaken from stasis three at a time, and their Protoss leader orders them to exterminate the specimens so you can't consume biomass.



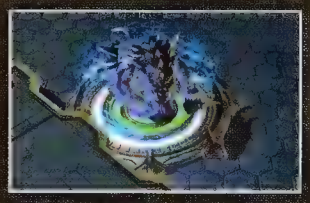
Focus your full attention on destroying each set of awakening Protoss warriors…but if any Protoss manages to reach a specimen chamber you can quickly attack the specimen to consume it before it gets exterminated. Remember to have Niadra birth new Roaches to replace fallen units even as the fight rages. When all Protoss are eliminated, consume all of the specimens. This should push your biomass up near 100.

GROW NIADRA AND BIRTH HYDRALISKS.

Continue into the next room **(13)** filled with stasis chambers and specimen pods and repeat the slaughter. As before, don't let the Protoss exterminate specimens! When you see stasis chambers flashing red, rush your swarm to surround them so that you can attack the moment the Protoss emerge from stasis. The chambers activate in sets of 3, 3, 3, and then 6. Try to destroy each set before the next set awakens, or else you can get overwhelmed by the Protoss numbers. This time you encounter Stalkers and an Immortal assault strider in addition to Zealots and Sentries, so you'll most likely need to birth more units to replace lost ones.

After you clear the room of Protoss, consume the specimens. This should push your biomass above 150 so that Niadra can grow again. After the brief incubation, your Broodmother can now birth Hydralisks too. Birth as many Hydralisks as you can.

BONUS: INFEST THE GIANT URSADON.



The next room features a squad of Protoss Zealots hurriedly trying to exterminate specimens. Niadra can grow no more, so you don't care about the specimens except for one. The Giant Ursadon **(14)** directly across from the entrance can become a very powerful ally.

Wipe out the Zealots trying to exterminate the Ursadon then approach it to take control. Move your full swarm forward into the next room and destroy the Psi Broadcaster **(15)** to open the passage into the ship's bridge area. Kerrigan warns you that the Protoss are fortifying the bridge. Keep in mind that nearly half of the total Protoss force on the ship is stationed on the bridge, so you have a lot of fighting ahead of you.

DESTROY THE ESCAPE PODS.

When you enter the bridge, the Protoss commander orders the ship's Escape Pods prepped for launch. Kerrigan wants no escapees and orders you to destroy the pods. A total of five Escape Pods are located on the bridge, but only the first two **(16, 17)** start their countdown to launch as you enter. (Countdown timers appear onscreen over each pod.) These first two pods are relatively easy to reach quickly, so send your full swarm to smash each one, quickly crushing any Protoss units that try to stop you.

Now the fight gets a lot more difficult. When the second Escape Pod is destroyed, the Protoss start prepping the remaining three pods **(18-20)** for launch. Attack the Escape Pods in the numerical order shown on our map because the lower-numbered pods have shorter timers—80 seconds for **(18)**, 100 seconds for **(19)**, and 135 seconds for **(20)**.

The front area of the bridge includes some very powerful Protoss units including an Immortal, an Archon and a pair of High Templars. Use the Giant Ursadon as a "tank" for your swarm. The beast lumbers ahead to shred targets with its powerful claws and draw fire away from your Zerg units. Don't forget the Giant Ursadon's Leap ability. It can stun the large amounts of Protoss you'll face at the bridge. As long as the Ursadon survives, send him to engage the more powerful Protoss units that advance.

Once the last Escape Pod is destroyed, time is no longer an issue so Niadra can spend a few seconds to birth more units. Remember, your primary objective is to kill all Protoss onboard. So sweep across the bridge until every last Protoss unit is eliminated. When the last Protoss falls, victory is yours.

INTERLUDE: THE *LEVIATHAN*

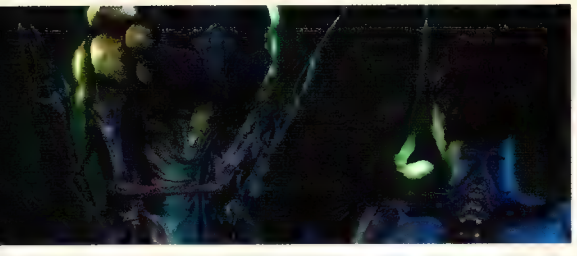
After the victory screen, Kerrigan explains to Izsha that she must strike the Protoss before they can muster a retaliatory attack against the Zerg. Then Izsha announces that the *Leviathan* is ready to travel to other worlds. Click on the new conversation available in the nerve center: Kerrigan makes some interesting admissions to Izsha.

KERRIGAN'S CHAMBER

If you completed the bonus objective in "Enemy Within" you gained another +1 Kerrigan level—not enough to unlock the next tier of abilities, if you're following this walkthrough.

EVOLUTION CHAMBER

Abathur is impressed by Kerrigan's use of the parasite in her Protoss host. If you've already completed the Zergling Evolution mission (and we hope you have), Abathur also reports that he has two new strains of Roaches available. As with the Zergling strains, the sequences are mutually exclusive: only one can be chosen, the other discarded. This adds another Evolution Mission to the Evolution Chamber selection screen.



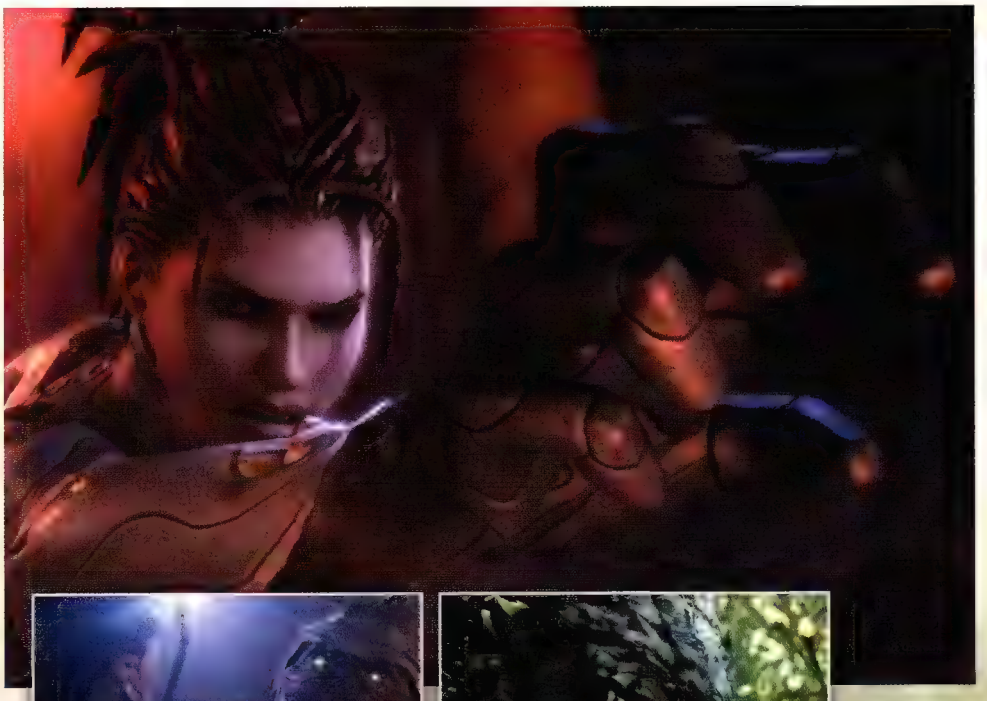
EVOLUTION MISSION AVAILABLE!

If you've already completed the Zergling Evolution mission, your victory in "Enemy Within" unlocks an evolution mission for the Roach species. In the Leviathan's Evolution Chamber, click the EVOLUTION MISSION button to bring up the "Roach Evolution" selection screen.

See "Roach Evolution" in The Evolution Missions section later in this guide for a complete walkthrough.

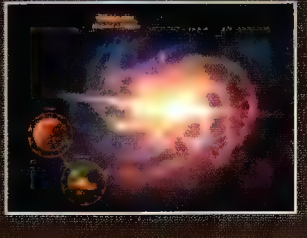
TRAVEL

Clicking the Travel button in the *Leviathan* nerve center triggers the "Birthworld" cinematic. Kerrigan has a surprise meeting with an old nemesis, Zeratul. He gives the Queen of Blades a generous glimpse of the Zerg's genetic origins. The primal Zerg dwell on the planet Zerus. This gives you a new destination for travel.



NEW MISSIONS!

After you complete "Enemy Within" you unlock the Zerus missions and can travel to that planet for "Waking the Ancient." However, our walkthrough takes you to the planet Char next (unlocked after you completed the Umojan Protectorate missions) for the first of its three missions, "Domination."



DOMINATION

MISSION OVERVIEW

Izsha reports that Zagara's Brood is currently huddled in Char's acid marsh, where the Queen of Blades previously stored millions of eggs for future use. Zagara is collecting these eggs for hatching in birthing ponds. Your task in this mission is to out-collect Zagara, acquiring enough eggs to spawn an army to defeat her.

PREREQUISITES

Complete the Umojan Protectorate missions.

OBJECTIVES

MAIN

- Collect 100 eggs.
- Zagara can't collect 100 eggs.
- Destroy Zagara's base.

BONUS

- Destroy 2 Infested Command Centers (+1 Kerrigan level each).

REWARDS

Main Objectives: +5 Kerrigan levels

Bonus Objectives: +2 Kerrigan levels

ACHIEVEMENTS

ACHIEVEMENT	PTS	REQUIREMENTS
Domination	10	Complete the "Domination" mission in the Heart of the Swarm Campaign.
Poached Eggs	10	Hatch all 6 Baneling Nests in the "Domination" mission before collecting 100 eggs.
No Egg for You	10	Don't let Zagara collect an Egg in the "Domination" mission on Normal difficulty.

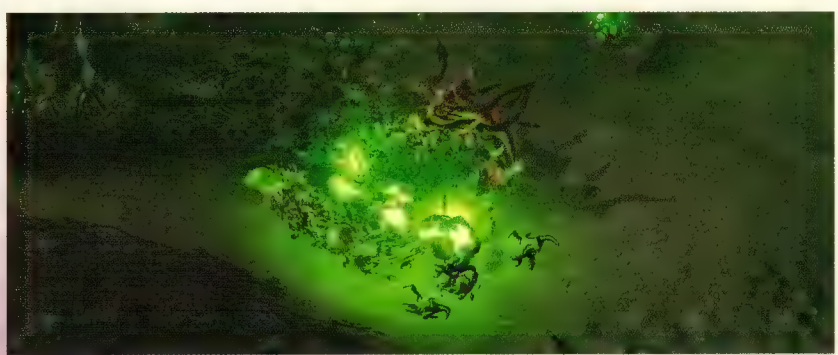
LOCATION: CHAR

IZSHA'S BRIEFING

One of your Broodmothers, Zagara, refuses to acknowledge that you are the Queen of Blades. Before you can reclaim Char from the Terrans, you will need to bring her brood back into the fold.

MISSION

The first phase of "Domination" is an egg collection race. Kerrigan starts in her hive cluster **(1)** next to a birthing pond **(2)**. Shortly after the mission opens, Zagara appears in the center of the map **(3)** with a small escort of Zerglings. Immediately, she insults Kerrigan and makes an aggressive move on your hive cluster. But her incursion attracts the attention of a swarm of feral Banelings who attack her! Banelings are basically suicide bombers—the resulting explosions cripple Zagara so much that she Deep Tunnels back to her main hive cluster for healing. An onscreen timer appears and starts counting down the time until her return to the field.



NEW UNIT

BANELING

Suicide unit. Explodes to deal damage over a small area. Morphs from Zerglings.

LEGEND

PRIMARY

1. Start
2. Birthing pond
3. Zagara's first appearance
4. Egg alcove (Baneling Nest)
5. Egg clearing
7. Egg alcove (Baneling Nest)

09. Secondary Hive location

10. Zagara's base

SECONDARY

6. Bones: Infested Command Center
8. Bones: Infested Command Center

Finding Zagara

Whenever Zagara is in the field, her location is marked on your minimap as a pinging red circle. She disappears when she's back at her main base for recovery after defeat on the battlefield.

COLLECT 100 EGGS BEFORE ZAGARA DOES.

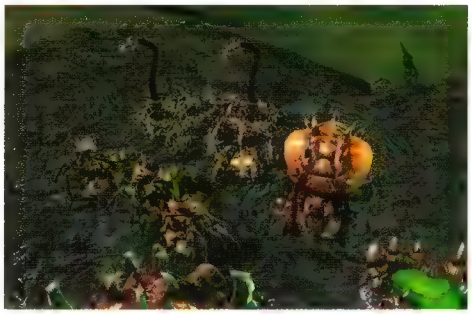
Now it's a race between you and Zagara to be the first to collect 100 eggs. Take advantage of Zagara's recovery to get a head start. Group Kerrigan with the remaining Banelings and some new Zerglings who pop up from the ground…and then start egg hunting. The green glowing eggs that you must collect are scattered across the landscape.

Only Kerrigan can collect eggs—your other units cannot. To collect an egg, walk Kerrigan near it. The egg is automatically transported to the birthing pond next to your base. Your egg total is tracked in the Main Objectives list at upper left. When Zagara returns and starts collecting, her total is tracked there as well.

Collect Eggs

Remember that only Kerrigan or Zagara can retrieve the eggs stored in Char's acid marsh. Walk Kerrigan near the glowing green eggs to collect them.

DEVELOP YOUR BASE.



Wait! Before you rush Kerrigan off to find eggs, take a few moments to get your hive cluster in good shape. You should be proficient at the basics by now: get your Drones collecting minerals and gas, three per Mineral Field and Extractor. Mutate 1-2 more Spine Crawlers up at the northern edge of the base's creep for a solid defense, and set your Hatchery's rally point just behind them so newly morphed units automatically take up a good defensive position.

Protect the Base Entrance!

Zagara will send raiding parties at regular intervals to attack your hive cluster during this mission. Keep at least two Spine Crawlers, a small swarm of Zerglings, and one Swarm Queen guarding the northern entrance to your base

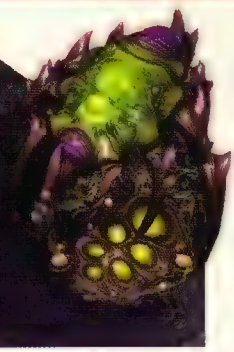
Add Overlords regularly to increase your supply cap. (This is much easier if Kerrigan has the Improved Overlords ability.) Keep cranking out *lots* of Zerglings, rallying them up by your Spine Crawlers. (And *this* is much easier if you've completed the Zergling Evolution mission and then selected the Swarmling mutation.) Finally, note that you have a new structure, a Baneling Nest. This lets you morph any of your Zerglings into Banelings.

MORE BANELING NOTES

Not all Zerg units are morphed from Larvae. Some are morphed from other units—Banelings, for example, are morphed from Zerglings. Banelings are extremely effective against tightly grouped enemies. They're also good at breaking tough defenses and demolishing structures.

BANELING NEST

It is within this bubbling, fleshy cauldron that the bio-matter used to morph a Zergling into a Baneling is produced and then harvested. The Baneling is one of the first of the Swarm to require an additional biological structure to evolve.



Again, once your hive cluster is in motion, group Kerrigan with the initial Zerglings and Banelings, add a Swarm Queen to the group for healing, then start egg hunting. Keep adding more Zerglings plus another Swarm Queen to Kerrigan's group as you progress. Exit the hive cluster heading north. Here you can choose to work your way up either side of the map, left (west) or right (east):

1. The western side of the map features a number of clearings and alcoves featuring enemy Spine Crawlers guarding egg patches. It also leads up to the birthing pond in the northwest corner, a spot loaded with eggs. If you take this route, morph some of your Zerglings into Banelings for use against the enemy structures.
2. The eastern valleys feature hordes of Infested Terrans and Marines, which are easy to kill but quite numerous. You can also find the only place on the map where you can start up a secondary hive cluster **(9)**, with a Vespene Geyser and Mineral Fields. (Three of Zagara's Hydralisks guard this clearing, so be careful!) Your explosive Banelings can also be effective in the east, sent in to clear out infested swarms using area damage.

OPTIONAL: TARGET ZAGARA.

If Zagara gets too far ahead of you in the egg count, you can slow down her activity by attacking her. Send a Baneling-filled strike force at the enemy Broodmother. If you defeat her, Zagara doesn't die—just like the initial feral Baneling attack, she uses Deep Tunnel to reach her base quickly for a short recovery period. Then she returns to the battlefield to start collecting eggs again.

WORK YOUR WAY UP THE WESTERN PASSAGE.

In this walkthrough, we'll work up the left side of the map. Use your minimap to target eggs and mineral/gas pickups, marked as white dots. The first creep-filled alcove **(4)** has only a few hostile Infested Terrans. Once you clear them out, you find a Baneling Nest that instantly produces more Banelings for your group.

Continue northward, sending your Banelings ahead at enemy Spine Crawlers along the way. You find many eggs and several more of Zagara's Brood in the next open patch of creep **(5)**. Once you pluck the eggs in this area you should be almost halfway to the 100 total you need.

BONUS: DESTROY THE FIRST INFESTED COMMAND CENTER.

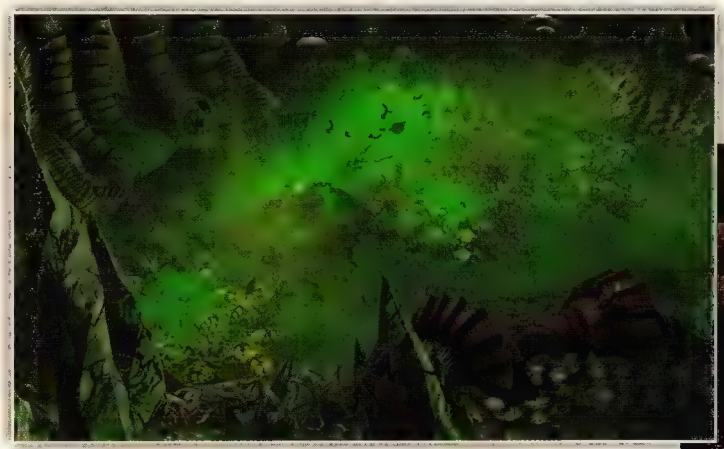
When you reach **(5)** you get a message from Izsha pointing out a pair of Infested Command Centers **(6, 8)** that you can destroy to pick up bonus Kerrigan levels. One is nearby **(6)** and somewhat lightly defended. Go destroy it! Watch out for a pair of Spine Crawlers and a few of Zagara's Hydralisks guarding the structure.

RAID BIRTHING POND.

Your next big target is the birthing pond up in the northwest corner of the map. But first, send Kerrigan's group due north to clear the egg-filled alcove **(7)** where you can find another Baneling Nest for reinforcements. Once you take out the Spine Crawlers and collect the eggs here, you're ready to head west into the birthing pond.

Before you go, however, make sure the defenses on the northern perimeter of your home base are stout—2-3 Spine Crawlers, a mix of 20 Zerglings and Banelings, and 1-2 Swarm Queens for healing. Once you start raiding her egg pond, Zagara will retaliate by sending a sizeable swarm of Zerglings down to hit your base.

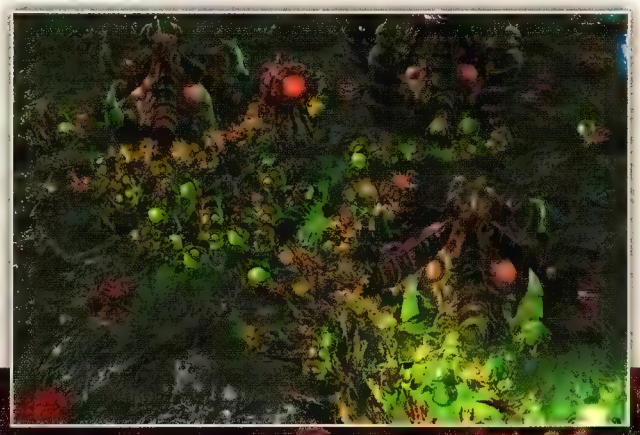
The birthing pond features many eggs (more than two dozen!) guarded by a big swarm of Zerglings from her Brood. If you've systematically grabbed every egg on the western half of the map, this birthing pond raid should put Kerrigan over the 100-egg level. When you hit that mark, watch in awe as your collected eggs hatch back in your own birthing pond **(2)**. This gives you an instant army. You now have literally hundreds of troops at your command.

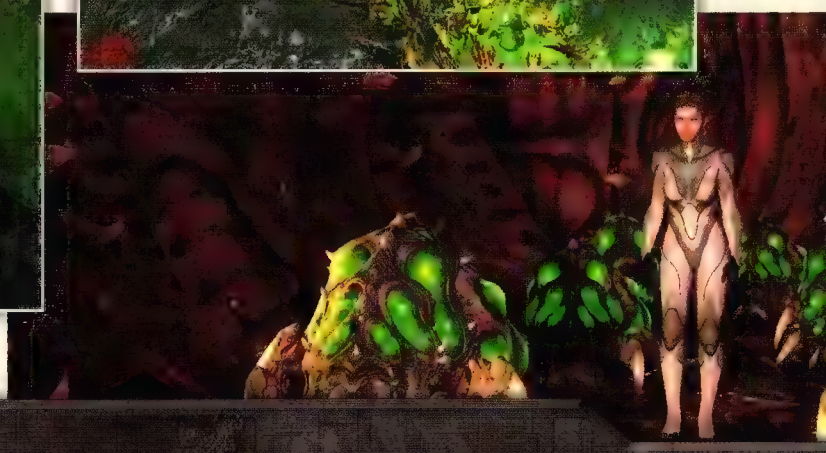


BONUS: DESTROY THE SECOND INFESTED COMMAND CENTER.

Drag-select your massive new army in the birthing pond and roll it northeast to crush the now-meager defenses around the second Infested Command Center **(8)**. Meanwhile, move Kerrigan's strike force from the northwest pond down to hook up with your main force. Once you finish the bonus objective, roll your combined might up into Zagara's base **(10)**.

It doesn't take long for Zagara to realize that any leader who can control such a Swarm must indeed be her queen. After some of the main structures fall and Zagara's base defense is crippled, the rogue Broodmother submits to her fate. Here, the Queen of Blades makes an interesting decision…

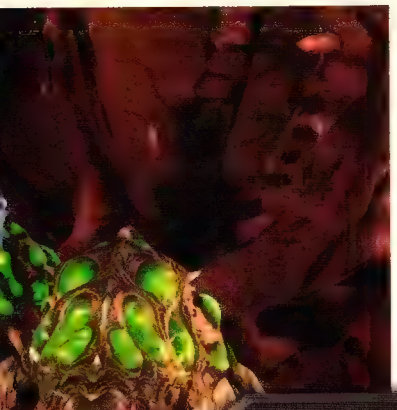




INTERLUDE: THE *LEVIATHAN*

Spared at the last second, Broodmother Zagara waits to serve her Queen in the *Leviathan* nerve center. Kerrigan asks Zagara's advice on driving the Terrans from Char. The Broodmother suggests obliterating the Dominion fortress on the Dauntless Plateau. The only approach route, however, is overland via the Bone Trench—the Terrans flooded the Zerg tunnels with lava. Talk to Zagara again and then examine Warfield's Compound to pick up other bits of story. You can also talk to Izsha for more backstory.

In the Evolution Chamber, you can pick a mutation for your new unit, the Baneling, to strengthen its effectiveness. Then talk to Abathur to learn that Kerrigan has a new plan for Broodmother evolution. As she puts it, "Times are changing. I want my minions as dangerous as possible."



MORPH BANELING

Your new Baneling species has mutations available, so click on the Baneling in the Pit to view your three choices. As Abathur explains, your choice is not permanent. You can return to the Evolution Chamber between missions and switch to a different mutation if you want.

CORROSIVE ACID RECOMMENDED

The next mission, "Fire in the Sky," features a number of Bunkers and heavy armored units. The extra punch of Corrosive Acid gives you an advantage against these hardened primary targets.

CORROSIVE ACID

Increases base attack damage dealt to primary target by 100%.

Splash damage remains the same.

RUPTURE

Blast radius increased by 50%.

REGENERATIVE ACID

In addition to dealing normal damage, Baneling explosions will also heal nearby friendly units and structures.

FIRE IN THE SKY

MISSION OVERVIEW

This nerve-wracking mission sends Kerrigan's army along the Bone Trench as her old foe General Warfield unleashes his fleet's ultra-powerful Gorgon Battlecruisers—seven of them, in total. Fortunately, the trench is so narrow that only one Gorgon can make a strafing run at a time. The way to counter these behemoths is to awaken a series of dormant Scourge Nests. To rouse them, however, you must extend a river of creep from your starting base out to each nest. Heavy mech units and Bunkers defend many of the Scourge Nests, so you'll want to build a Baneling Nest as soon as possible.

PREREQUISITES

Complete "Domination."

OBJECTIVES

MAIN

- Destroy 7 Gorgon Battlecruisers.
- Awaken 7 Scourge Nests.

BONUS

- Find 3 Zerg biomass (+1 Kerrigan level each).

REWARDS

Bonus: +3 Kerrigan levels

ACHIEVEMENTS

ACHIEVEMENT	PTS	REQUIREMENTS
Fire in the Sky	10	Complete the "Fire in the Sky" mission in the Heart of the Swarm Campaign.
Red Alert	10	Don't let 5 units die to the Gorgon Battlecruiser in the "Fire in the Sky" mission.
Conquer & Command	10	Destroy 3 Orbital Command structures in the "Fire in the Sky" mission on Normal difficulty.

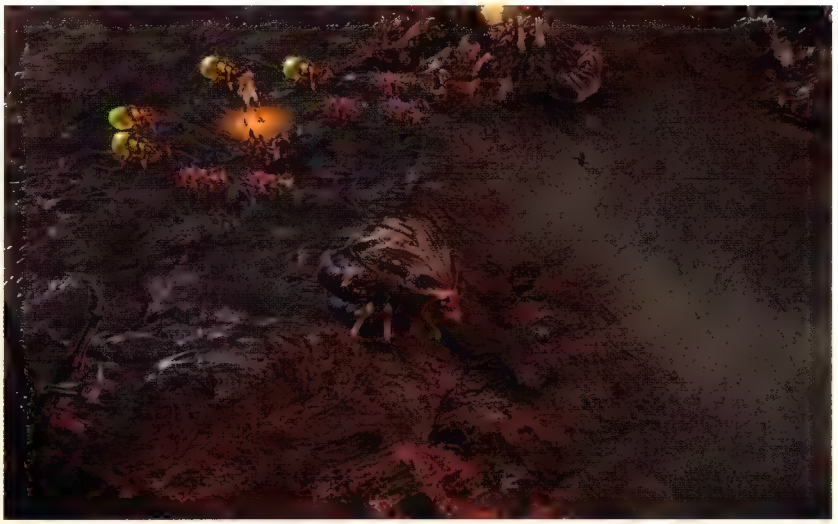
LOCATION: CHAR

IZSHA'S BRIEFING

To reach the Dauntless Plateau, we must move the Swarm through the Bone Trench. The Terrans will bring everything they have against us.

MISSION

As the mission opens, Kerrigan spots a dormant Scourge Nest **(3)** near the base perimeter. A Scourge Nest is the only Zerg organism currently available that can bring down a Gorgon Battlecruiser. But you must spawn a Creep Tumor right next to the nest in order to awaken it. And you'd better hurry—Zagara reports the first Battlecruiser, incoming! The Gorgon's flashing white icon appears on the minimap so you can track its slow but inexorable progress down the trench.



GORGON PATH

Each one of the seven Gorgon Battlecruisers follows the same route, traveling slowly from right to left across the map. Its destination is always your hive cluster, but its brutal guns can obliterate any Zerg unit or structure in the glowing targeting reticle beneath it.

DESTROY THE FIRST GORGON.

DEVELOP YOUR BASE.

You have some time before the Gorgon arrives, so use it to develop your hive cluster **(1)**. Immediately rush a Zergling to grab the free mineral and gas pickups **(2)** just south of your Spawning Pool. Get your Drones harvesting the Mineral Fields and Extractor. Then group your initial combat units with Kerrigan.

LEGEND

PRIMARY

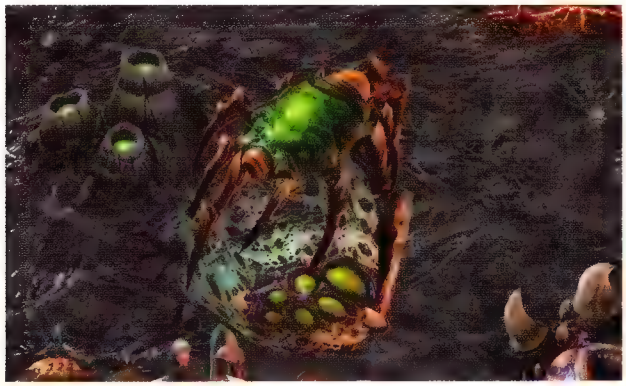
1. Start
2. Mineral/gas pickups
3. Scourge Nest
5. Mineral/gas pickups (Firebats)
6-9. Scourge Nests
11. Scourge Nest
13. Scourge Nest
14. Dominion base

SECONDARY

4. Bonus: Zerg biomass
10. Bonus: Zerg biomass
12. Bonus: Zerg biomass

Keep an eye on the approaching Gorgon—when it gets more than halfway across the map, skip down to the next section. In the meantime:

1. Use your initial resources to add more worker Drones.
2. Get another Overlord in the air to raise your supply cap.
3. Birth a couple of Swarm Queens for Kerrigan's strike group to provide both healing and anti-air capabilities.
4. Important: Send a Drone to mutate a Baneling Nest.
5. Finally, mutate a couple of Spine Crawlers in the base entrance (southeast perimeter).
6. Later, when you have more resources, add a second Hatchery to speed up unit production. Also consider adding an Evolution Chamber for its valuable unit upgrades.



It's entirely possible to win this mission with only Zerglings and Swarm Queens supporting Kerrigan, but it certainly helps if you can morph some stronger units. In particular, you want that Baneling Nest so you can morph Zerglings into explosive rolling Zerg to hit the heavy mech units (Goliaths, Siege Tanks, Thors) and hardened Bunkers that you'll encounter in this mission.

SWARM QUEENS EARLY

In "Fire in the Sky," Swarm Queens are essential in the early going for three reasons:

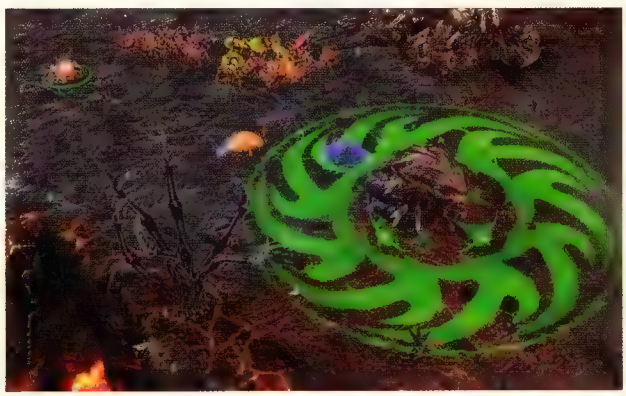
First, they spawn Creep Tumors, so you can have multiple tumors spreading creep toward each new Scourge Nest. The more Creep Tumors in an area the faster creep will spread.

Second, aside from Kerrigan, they're the only units that can attack air targets. You could complete the long process of building both an Evolution Chamber and a Hydralisk Den to produce Hydralisks. But time is precious in this mission, and the only flyers you'll encounter are Medivac transports and a few Vikings. (Medivacs don't attack, and Vikings can attack your ground units only by dropping to the ground in Assault Mode anyway.)

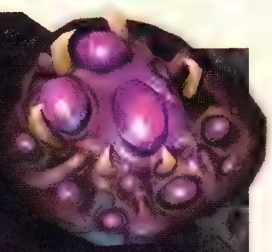
And third, as always, Swarm Queens provide accelerated healing for your base defenders and Kerrigan's strike force.

SPAWN A CREEP TUMOR NEXT TO THE SCOURGE NEST.

Send Kerrigan's group out past the Scourge Nest **(3)** to clear out the Dominion Marines just beyond it. (This triggers a message from Abathur about "usable essence within Zerg biomass" and reveals a bonus pickup location **(4)**.) Then select the Creep Tumor in your base and click the flashing "Spawn Creep Tumor" button on the command card. A green aura ring appears around the Scourge Nest showing the zone where a placed Creep Tumor will awaken the nest.



CREEP TUMOR



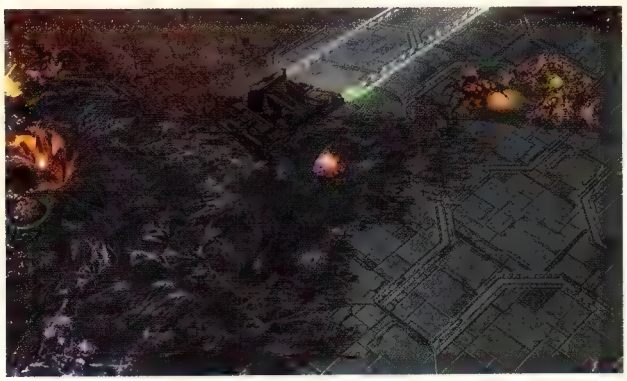
Gestated and laid by the Swarm Queens, the Creep Tumor allows the Swarm to extend its control of the battlefield by literally growing creep over it. This prevents other factions from building structures where the creep has reached while allowing the Swarm to travel at much higher speeds across it.

Move the faint purple Creep Tumor template onto the creep inside the circular green zone and left-click to place it. The old Creep Tumor sends out its tendril to the newly selected location to spawn a new Creep Tumor. As the creep spreads from the new tumor, it surrounds the Scourge Nest, which opens up and expels all of its kamikaze attack flyers. These soar off and track directly to the Gorgon, slamming into it and blasting it from the sky!

EXPAND YOUR CREEP RIVER TOWARD THE NEXT NEST.

Now the next Scourge Nest location pops up on your map **(6)**, just up the ramp to the northeast. Use the newly placed Creep Tumor (the one that awakened the first Scourge Nest) to spawn yet another Creep Tumor on the northeast edge of the creep, beyond the now-expired Scourge Nest.

This is how you'll take out the remaining Gorgons—just keep planting Creep Tumors over and over again on the forward edge of the creep, pushing the "river of creep" toward each newly revealed Scourge Nest. But you'll have to protect your Creep Tumors by clearing out Dominion troops and structures ahead of the moving creep.



BONUS: RECOVER THE FIRST ZERG BIOMASS.

You have a short period of time before the next Gorgon Battlecruiser enters the trench. Use it to attend to hive cluster production details then send Kerrigan's strike group just south of the ramp where you encountered the Marine squad. Walk Kerrigan to the highlighted Zerg skeleton **(4)** to pick up the first sample of Zerg biomass for Abathur.

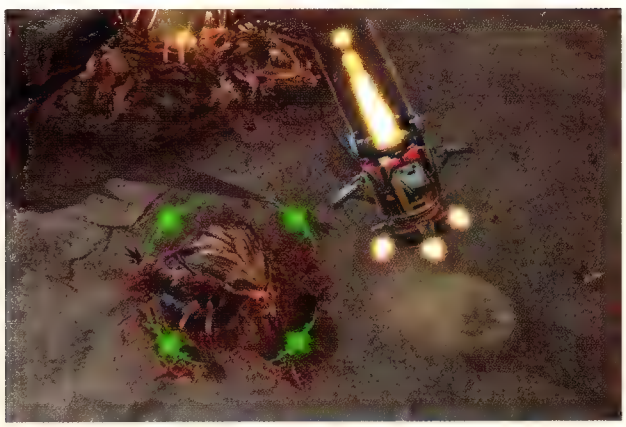
Since more gas/mineral pickups are nearby **(5)**, we suggest you continue to the southeast to find them. Eliminate the Firebats working the area before you nab the goods. Then return northwest to the ramp.

DESTROY THE SECOND GORGON.

Soon Warfield sends a second Gorgon down the trench. As before, it moves very slowly, so don't panic: you have plenty of time to prepare. Send Kerrigan's squad up the ramp to wipe out the small squad of Marines guarding the next Scourge Nest **(6)**. Keep using your Creep Tumors to expand the creep river until it reaches the Scourge Nest then place a Creep Tumor in the green radius surrounding the nest. Once again, the nest awakens and spits out its highly explosive kamikaze flyers to bring down the second Gorgon Battlecruiser.

DESTROY THE THIRD GORGON.

Now the next Scourge Nest location appears on the minimap **(7)**. Morph 5-6 Zerglings into Banelings then send Kerrigan's group across the platform to eliminate the nearby Bunker (using the Banelings to crack it open) and grab the mineral pickups behind it. Meanwhile, keep your Creep Tumors spreading the creep river toward the ramp leading down to the next nest.



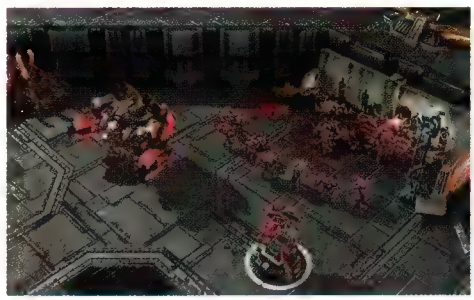
Marauders and a Goliath guard the nest, making this a tougher fight. In addition, Gen. Warfield deploys Drop Pods with more Dominion troops during the battle. But a steady stream of reinforcements from your hive cluster should be joining Kerrigan's group by now, including Banelings and even Roaches if you've got those production structures in place. Don't forget to use Kerrigan's mighty Kinetic Blast to get one-shot kills on armored units.

Once the area is clear, push the creep up to the Scourge Nest and plant a Creep Tumor next to it. The awakened nest obliterates the third Gorgon. You can also find new Zerg allies burrowed in the remains behind the Scourge Nest, including a Swarm Queen.

BURROWED BROOD

Look for Swarm Queens burrowed among the dead in the Bone Trench. Remember, Swarm Queens can spawn Creep Tumors on creep-covered ground, speeding up your creep spread.

DESTROY THE FOURTH AND FIFTH GORGONS.



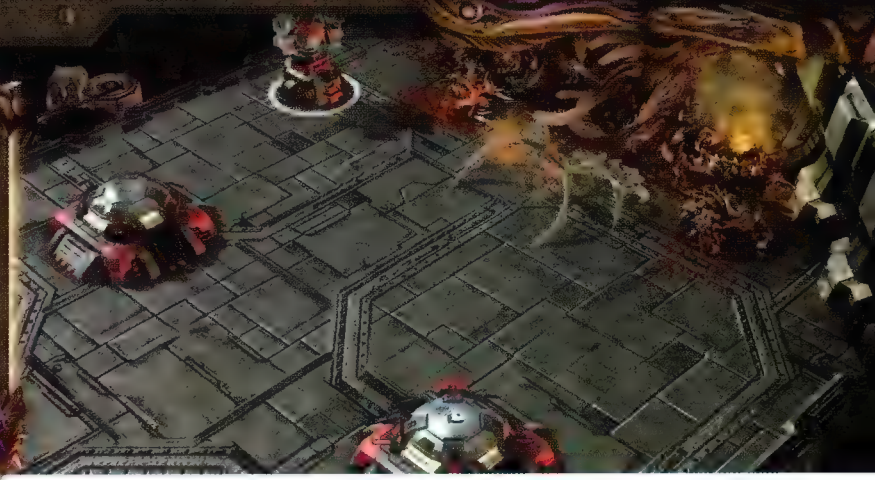
The next Scourge Nest location appears on the minimap **(8)**. From here the nests get farther apart, so you have farther to spread the creep and more enemies to fight while you do so. The Dominion units get considerably tougher too. Again, keep Kerrigan's strike force out in front of your spreading creep, clearing the way for your Creep Tumors. When you approach the next ramp, watch out for Vikings and a Bunker at the bottom, and a massive Thor with a line of Marines at the top. Don't take on this fight unless you've got a good mixed force.

Remember that Banelings are effective against big armored units, especially Banelings with the Corrosive Acid mutation active. (Corrosive Acid increases a Baneling's base attack damage against its primary target by 100 percent!) Additional heavy Dominion units including a squadron of Vikings guard the Scourge Nest itself **(8)**. When you finally clear the area and your Creep Tumors reach the nest, awaken it to take out the fourth Gorgon Battlecruiser.

Keep Your Base Well-Guarded!

Warfield sends occasional raiding parties to hit your base. Keep a good defense force next to two Spine Crawlers at the base entrance.

Now veer to the north toward the next Scourge Nest **(9)**. A trio of Ghosts is posted en route—these dangerous sharpshooters can pick off Creep Tumors from long range, so make sure you get Kerrigan and crew out ahead of your tumors to clear the way. The nest itself has a powerful Dominion guard crew: another Thor, a Siege Tank, and some Firebats working an incineration detail. Once again, send Banelings at the Thor and tank, and use Kerrigan's Kinetic Blast to hasten their fall. Spread the creep to awaken the nest and take out the fifth Gorgon.



BONUS: RECOVER THE SECOND ZERG BIOMASS.

The second Zerg biomass sample **(10)** sits on a nearby platform guarded by a pair of fully garrisoned Bunkers. Roll Banelings into the Bunkers to break them open and let the rest of your growing horde gobble up the Dominion troops that emerge. Grab the biomass sample and proceed to the southwest.

DESTROY THE SIXTH GORGON.

The next Scourge Nest **(11)** is a much longer haul to reach, with plenty of Dominion forces stationed en route. Shortly after you reach the nest area, Gen. Warfield drops in another flight of Drop Pods with heavy troops to defend the passage.

BONUS: RECOVER THE THIRD ZERG BIOMASS.

The last Zerg biomass sample **(12)** is just a short distance east of the Scourge Nest. Wait until after you shatter Warfield's Drop Pod assault before you go collect the sample.

DESTROY THE LAST GORGON.

Now only one last Scourge Nest remains **(13)**. Careful! A very large and heavily fortified Dominion base lies to the southeast **(14)**. Avoid it! Gather all of your forces and secure the area around the last Scourge Nest as your Creep Tumors spread toward it. Once you awaken this nest, the final Gorgon Battlecruiser is toast and you win this difficult mission. Warfield pulls all of his forces out of the trench back to the Dauntless Plateau.

INTERLUDE: THE *LEVIATHAN*

Back in the *Leviathan* nerve center, Zagara still doesn't quite understand the "vision" that Kerrigan seeks to instill, so she heads off for another painful adaptation session with Abathur. Izsha reminisces about the Queen of Blades for Kerrigan. In the Evolution Chamber, Abathur gets into some disturbing detail about his "work."

If you're following our walkthrough, by now you've gained enough Kerrigan levels to unlock a new tier of abilities. Check out Kerrigan's Chamber and choose between two active abilities. "Wild Mutation" boosts the stats of friendly Zerg units in a targeted area, and "Spawn Banelings" lets Kerrigan instantly spawn six Banelings that only live for a short time. Both cost 50 Energy to use and have cooldown times.

OLD SOLDIERS

MISSION OVERVIEW

Kerrigan has General Warfield's Dominion forces backed up into their main fortress on Char. Your goal is to smash through the gates and root them out. This mission opens with a timed phase that lets you control a huge Swarm without any base-building responsibilities for a limited period—you get to simply engulf as many foes as possible, the ultimate Zerg experience. But once Warfield gets his tactical nukes online the situation changes. Phase Two challenges you to spawn an overwhelming force and systematically scour the pockets of Dominion presence from the huge fortress...all while dodging Warfield's periodic Nuke Silo missile strikes.

PREREQUISITES

Complete "Fire in the Sky."

OBJECTIVES

MAIN

- **Destroy forces before the nuclear strike.**
- **Breach the Tactical Operations Center.**

BONUS

- **Destroy 2 Science Facilities (+1 Kerrigan level each).**

REWARDS

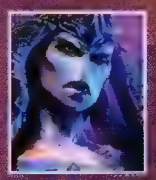
Main Objectives: Baneling Evolution Mission

Bonus Objectives: +2 Kerrigan levels

ACHIEVEMENTS

ACHIEVEMENT	PTS	REQUIREMENTS
Old Soldiers	10	Complete the "Old Soldiers" mission in the Heart of the Swarm Campaign.
Nuclear Launch Rejected	10	Destroy 20 enemy structures before the 1st Nuclear Strike in the "Old Soldiers" mission.
Recalled Down the Thunder	10	Complete the "Old Soldiers" mission in less than 20 minutes on Normal difficulty.

LOCATION: CHAR



OSHA'S BRIEFING

To rule Char once again, we must destroy the terran fortress. They will fight with everything they have. We need only your command, my Queen.

MISSION

As Kerrigan aptly puts it, "There is no room for subtlety here." You start **(1)** with a huge Swarm of 148 units—a mix of Zerglings and Banelings. Meanwhile, Zagara automatically sets up your hive cluster **(2)**, immediately mutating an Extractor, Spawning Pool, and Evolution Chamber. She also gets your initial Drones working for mineral and gas resources. So you don't have to worry about base-building in the mission's first phase.

PHASE 1: DESTROY FORCES BEFORE THE NUCLEAR STRIKE.

CLEAR ALL DOMINION TROOPS FROM THE ENTRANCE.

Hit [F2] to drag-select your entire army and smash through the fortress gate to lay siege to the entrance courtyard **(3)**. As you begin this assault, an onscreen timer starts counting down. When it reaches zero, Warfield will launch a massive nuclear strike that will incinerate almost all of your initial Swarm, so time is of the essence in this first phase. You don't need to micromanage troops much here, other than using Kerrigan's Kinetic Blast to quickly crack tougher Dominion targets like Siege Tanks or Bunkers.

NEW UNIT

ABERRATION

Heavy front-line assault unit. Deals extra damage to armored foes. Can walk over smaller units.

LEGEND

PRIMARY

1. Start
2. Main Hive
3. Entrance courtyard
4. Rich Mineral Field
6. Central platform
7. Civilian evacuation shuttle
8. Siege Tank!
10. Resource site
11. Tactical Operations Center

SECONDARY

5. Bonus: Science Facility
9. Bonus: Science Facility

Important: Focus on Dominion combat units, not buildings! Since time is ticking down, leave the structures standing for now and just move on to the next area. Later you'll have a chance to return and raze the buildings. Note also that Zagara will send you hordes of reinforcements if your Swarm numbers get low, so just keep pushing ahead into new areas!

TAKE CONTROL OF THE RICH MINERAL FIELD.

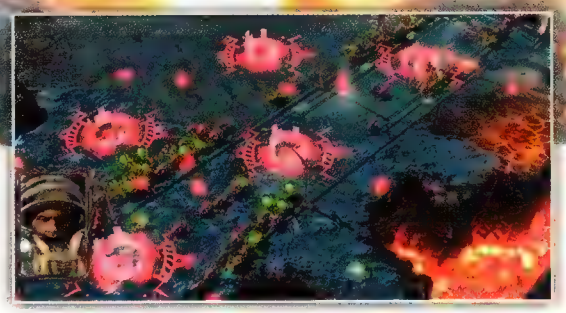
After you clear Dominion troops from the entrance courtyard, you have two choices of direction, each one leading to a Dominion mining operation filled with resources where you can start a secondary hive cluster. The closest one is just to the southeast **(10)** where SCVs are working regular Mineral Fields (blue crystals). However, we highly recommend that you swiftly push your Swarm to attack the Dominion base to the north **(4)** instead. The operation there is mining the orange crystals of a Rich Mineral Field that yields 7 minerals per Drone trip instead of the usual 5 per trip in a blue crystal field.

KILL THEM NOW OR KILL THEM LATER

The more Dominion troops you eliminate in your first phase assault (i.e., before Warfield's nukes hit), the fewer enemies you face in the later mission phase when you're in control of the hive cluster.

The Rich Mineral Field is heavily defended, naturally, but your massive Swarm should overwhelm the defenders quickly. Here, you can destroy every single building at the site so that later you have a clean area where you can immediately start up your secondary base. Or, alternately, you can just eliminate combat troops again and then push to the east, wiping out as many more enemy units as possible before the countdown reaches zero.

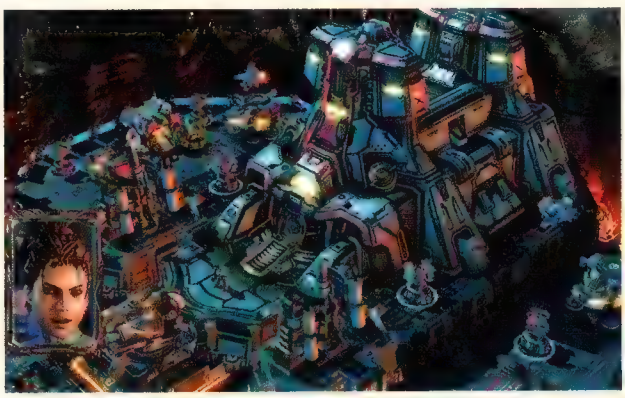
When time runs out, Warfield's multi-nuke launch takes out your field army and much of your hive cluster. Now you start over back at home base, and Zagara hands full control of base operations back to you.



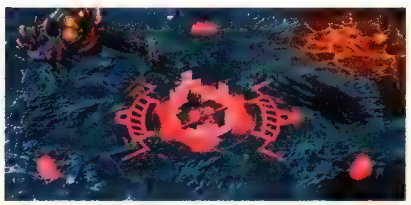
PHASE 2: BREACH THE TACTICAL OPERATIONS CENTER.

DEVELOP A WELL-DEFENDED MAIN BASE.

As Kerrigan points out, the only way to halt the nuclear threat is to hammer into Warfield's Tactical Operations Center **(11)** tucked in the back of the Dominion's main base. To even get close you'll have to do a *lot* of fighting and produce a *lot* of troops. You get help in the form of a powerful new unit, the Aberration: a melee monster that morphs from Larvae at your Hatchery.



Your post-nuke hive cluster starts with a Lair, Hatchery, Spawning Pool, Evolution Chamber, and one Extractor (although two more Vespene Geysers are nearby). Get started right away with the usual stuff—gas/mineral collection, more Drones, and Spine Crawlers plus a few defense units at the top of the ramp leading up into your base. But be ready to uproot and move your Crawlers and other troops at a moment's notice. Warfield occasionally launches nukes that target the perimeter areas of your hive cluster. Immediately move units away from the red targeting markers that indicate where incoming tactical nukes will strike.

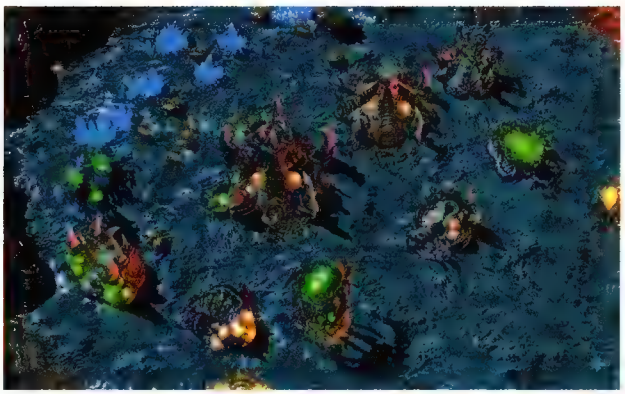


Not long after you start rebuilding your base, Warfield's scanners locate your new hive cluster and he starts sending strike squads to hit it. Some arrive on foot, but most are flown in via Medivac transports, occasionally accompanied by flying Vikings. Two Spine Crawlers and a mix of other troops at your base entrance should be enough to keep it safe.

Avoid the Nukes

Large red targeting circles on the terrain indicate the location of incoming Nuclear Strikes. Immediately move any of your forces out of the red circle!

We recommend that you spend a few minutes adding structures that can produce a full range of Zerg units. Mutate a Baneling Nest, a Roach Warren, and a Hydralisk Den so those creatures are available for both your base defense and your offensive siege army. Hydralisks are important because you'll encounter Dominion Wraiths that can attack ground units. With Hydralisks in your strike force, Kerrigan and your Swarm Queens don't have to meet all of your anti-air requirements.



START A SECONDARY HIVE CLUSTER AT THE RICH MINERALS FIELD.

When your base has full production capabilities and a strong defensive matrix in place, put together a solid strike force for Kerrigan to lead. Start with a pair of Swarm Queens, 3-4 of the new Aberrations, 4-5 Hydralisks, and a mixed platoon of 20 Zerglings and Banelings. You have Roaches available, add a few of those too. When you move Kerrigan into the rich field she calls for Zagara to send down 3 drones, so you do not need to send drones with the Kerrigan force. When you are ready send this group up to the Rich Mineral Field **(4)**.

The trip should go without incident if you cleared the route and destination during Phase 1. When you arrive, immediately start a Hatchery and put an Extractor on one of the Vespene Geysers. Then start pumping out Drones for mining. Again, Rich Mineral Fields yield more minerals per trip, so your mineral total increases faster.

DEFEND THE SECONDARY BASE TOO!

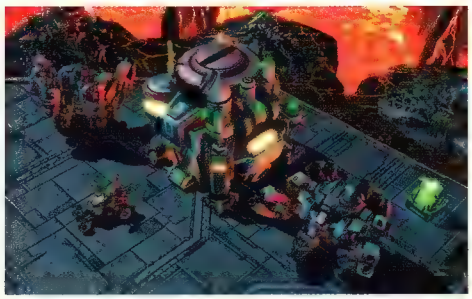
Warfield's forces will raid the secondary hive cluster you set up, so make sure you have defensive structures and troops guarding it after you send Kerrigan's strike force back into the field.

BONUS: DESTROY THE FIRST SCIENCE FACILITY.

Shortly after Phase 2 starts, Zagara reports the discovery of two Science Facilities **(5, 9)** where Terrans experiment upon the Zerg. One **(5)** is just a short distance to the northeast of your secondary hive cluster. Send Kerrigan's strike force up the road. En route you encounter wounded Terrans evacuating Char on shuttles. Destroy the combat units—you can't stop the evac ship.

BUY UPGRADES

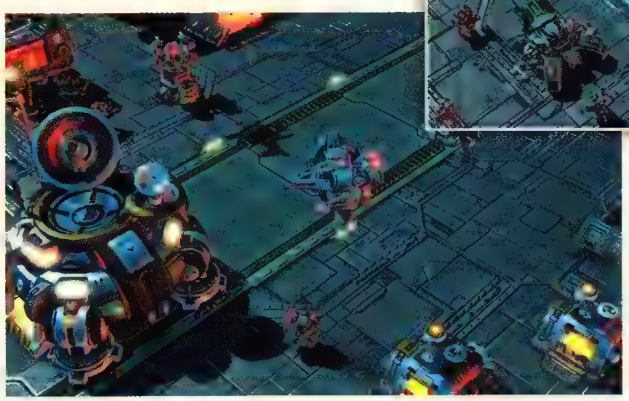
Once your secondary hive cluster starts mining the Rich Mineral Fields, your income increases quickly. Spend some of the extra minerals and gas to evolve upgrades at your Evolution Chamber.



The Science Facility has a pair of huge Thor guards plus a squad of flame-throwing Hellions that can be hellish to fight at close range. To reach the facility you must cross a narrow bridge that can bottleneck your troops a bit. But since Aberrations can step over units, they get across first, which is a good thing: they're resilient and absorb punishment as your other units cross behind them. Quickly roll a platoon of Banelings into each Thor to take it down quickly. Mop up the Hellions and hammer the Science Facility into scrap.

After you clear the central platform, add more reinforcements and push further southeast to find another evacuation area **(7)** with a shuttle ready to depart. The landing pad guards include Bunkers, Marauders, Firebats, and a Siege Tank near the shuttle.

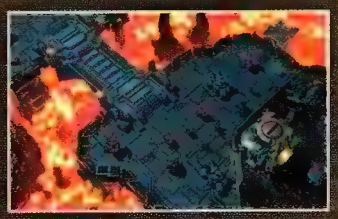
SWEEP ACROSS THE CENTRAL PLATFORM.



Now push Kerrigan's force across the bridge and reinforce it with more Aberrations, Hydralisks, and Banelings. Make sure you've got a few Swarm Queens in the group too. A lot of Dominion forces are encamped in the central platform area of the fortress **(6)** and you'll need to clear it out to gain a path to Warfield's command compound. Try to move systematically across the platform; don't let your units rush out ahead of the Swarm or they'll take withering fire and expire quickly. Let your Aberrations lead the way and keep Kerrigan using Kinetic Blast on Bunkers and heavy mech units. Get your Hydralisks focused on the few Wraiths that hover in the area.

After you clear the landing pad and chase off the shuttle, send your full force up the ramp to the south to eliminate the Siege Tank **(8)** and support units that can target the bridge to the second Science Facility. When you clear this area, four liberated Aberrations step out to join your side!

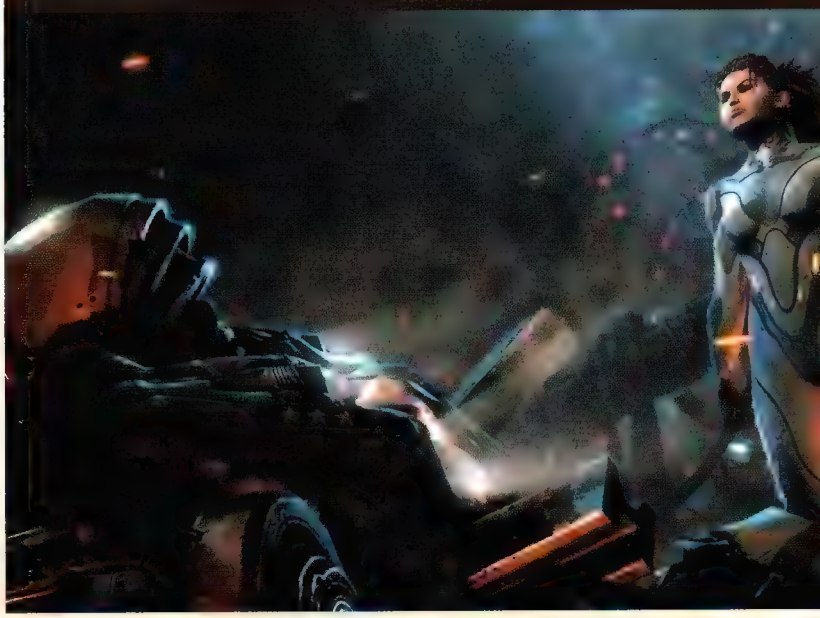
BONUS: DESTROY THE SECOND SCIENCE FACILITY.



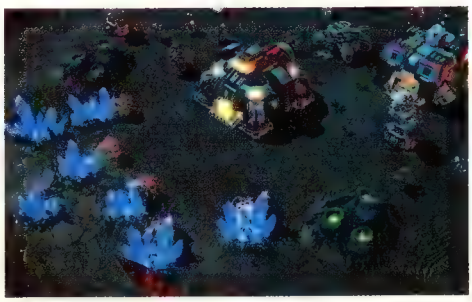
Use your new Aberrations to spearhead a rush across the bridge onto the island where the second Science Facility **(9)** sits. Take it out to complete the bonus objectives for "Old Soldiers."

INTERLUDE: THE *LEVIATHAN*

Back in the *Leviathan* nerve center, the Queen of Blades gazes out at her re-conquered homeland as Zagara returns from her adaptation session with a heightened sense of power. In the Evolution Chamber, Abathur is pleased to learn that Kerrigan won't allow any more experimentation on humans. He also has some new Baneling strains ready for testing. We highly recommend that you complete this testing before travel to the next planet.

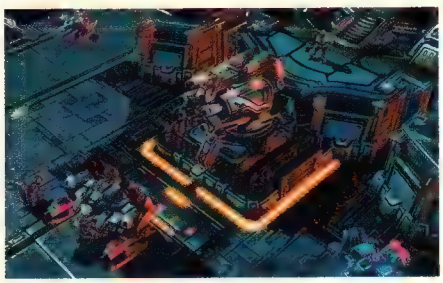


OPTIONAL: CLEAR THE DOMINION MINING CAMP.



If you want to do a thorough scrub of the fortress, you can head west to the Dominion's other mining operation **(10)** before you march on Warfield's command post. But you don't have to in order to achieve victory. You win the moment the Tactical Operations Center falls, regardless of how many other Dominion units are still in the field.

BREACH THE TACTICAL OPERATIONS CENTER.



No holding back now. Hit [F2] and mass your entire Zerg army on the platform **(6)** just outside the passage into Warfield's command center. Then make a fearsome Zerg rush through the gap. The Tactical Operations Center has a powerful short-range cannon that can inflict heavy damage on your forces, so concentrate your main attack on that cannon. When the Tactical Operations Center finally falls, the mission is completed.

Your victory triggers the "Conscience" cinematic. The final confrontation between General Warfield and Sarah Kerrigan begins with a plea for mercy as the Dominion's escaping shuttles try to make a run past the all-devouring Swarm. Warfield questions Kerrigan's humanity and calls her a traitor. It ends with a surprising command decision…

NEW MISSIONS!

If you traveled to Char before going to Kaldir then your victory in "Old Soldiers" unlocks the Zerus missions. If you've already completed the Kaldir missions (and you have in this walkthrough), then you've already unlocked the Zerus missions. Travel to that planet for "Waking the Ancient."

NEW EVOLUTION MISSION AVAILABLE!

Completing "Old Soldiers" unlocks a mini-mission that lets you add special abilities to your Baneling units. In the Leviathan nerve center, click on the Evolution Chamber button then select EVOLUTION MISSION to bring up the "Baneling Evolution" selection screen.

See "Baneling Evolution" in The Evolution Missions section later in this guide for a complete walkthrough.

WAKING THE ANCIENT

MISSION OVERVIEW

Your primary task is to fully awaken the Ancient One by feeding him helpings of meat (called "biomass"). The area is teeming with creatures called Quillgor; you must kill Quillgor Alphas then harvest their biomass using Drones that automatically deliver the meat to the Ancient One. The challenge is to protect these Drones and any still-living Quillgor from Brakk (leader of the local Primal Zerg) and his minions. Brakk will destroy Quillgor to stop you from collecting biomass. The mission also introduces your newly reconstituted Mutalisks; use them to fend off Primal Zerg flyers.

PREREQUISITES

Complete either the Kaldir or Char missions.

OBJECTIVES

MAIN

- Feed 7 biomass to the Ancient One.
- Brakk can't destroy 7 Quillgor biomass.
- Kill Brakk.

BONUS

- Absorb 3 Primal Essences (+1 Kerrigan level each).

REWARDS

Bonus Objectives: +3 Kerrigan levels

ACHIEVEMENTS

ACHIEVEMENT	PTS	REQUIREMENTS
Waking the Ancient	10	Complete the "Waking the Ancient" mission in the Heart of the Swarm Campaign.
A Game of Drones	10	Don't lose more than 3 Drones in the "Waking the Ancient" mission.
Rude Awakening	10	Kill 4 Primal Hives in the "Waking the Ancient" mission on Normal difficulty.

LOCATION: ZERUS

IZSHA'S BRIEFING

The Primal Zerg are disturbed by our presence. They gather even now, preparing to destroy us.

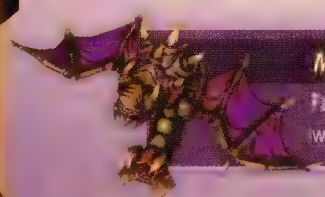
MISSION

This mission is a hunting race between you and Brakk's Primal Zerg pack. It opens with a short cutscene: Kerrigan senses an ancient, sleeping consciousness on Zerus, and Zeratul suggests that she must awaken it. You glimpse the lair where the Ancient One slumbers **(3)**, and then see Brakk call for your blood. You also see some long-range Zerg flyers called Primal Guardians attack your hive cluster **(1)**, only to be met by new Mutalisks who join your Swarm.

FEED THE ANCIENT ONE.

Again, your goal is to slay Quillgor Alpha creatures, harvest each one's meat with a Drone, and deliver it to the Ancient One. You must feed him seven helpings of this biomass to awaken him. A total of 13 Quillgor packs are on the map, but Brakk and his primal crew are soon out in the field hunting Quillgors too, looking to deny you the biomass you need. With just 13 Quillgor Alphas available, Brakk can block your objective if he manages to destroy seven Alphas. Thus the first team to seven wins!

NEW UNIT



MUTALISK

Fast flying unit. Deals damage to ground and air targets with a bouncing attack.

LEGEND

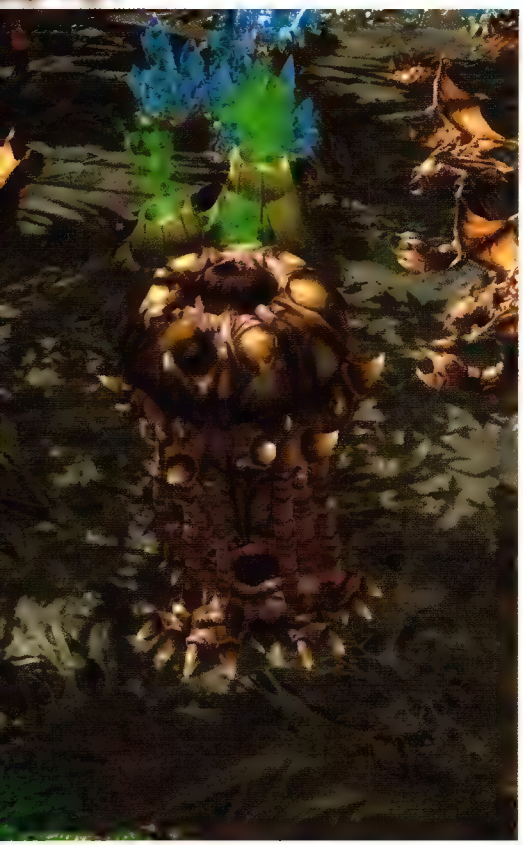
PRIMARY

= Quillgor packs

1. Start
2. Quillgor biomass
3. Ancient One's lair
5. Quillgor biomass
6. Quillgor biomass & resources site
7-8. Quillgor biomass
9. Brakk's pack
11-12. Quillgor biomass
14. Brakk's base

SECONDARY

4. Bonus: Primal essence
10. Bonus: Primal essence
13. Bonus: Primal essence



DEVELOP A WELL-DEFENDED BASE.

Do the usual base-building. Your main hive cluster has a new structure—the Spire, available because you have a Lair instead of just a Hatchery. (A Lair is the upgraded version of the Hatchery.) The Spire lets you morph Mutalisks from your Lair's Larvae and also offers attack and armor upgrades for your flying units.

Having a sizeable flock of speedy Mutalisks can make "Waking the Ancient" considerably easier to win. But note that each Mutalisk requires 100 minerals plus 100 gas to morph, so you'll need more gas than in previous missions. Put an Extractor atop the second Vespene Geyser in your base area right away and start mining it.

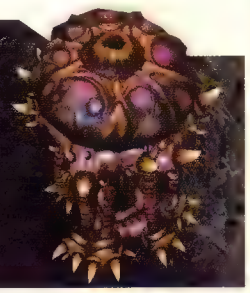
SPEED KILLS

Mutalisks are fast units, plus they can fly directly over terrain that other unit types must circumnavigate. So Mutalisks are useful when you need quick reinforcements while hunting Quillgor Alphas far from your base, or when you need to rush forces to defend a Quillgor carcass threatened by Brakk's pack.

The base has two entry passages. The rightmost entrance has a Spine Crawler in place to start, but the other doesn't, so mutate one there. Since Brakk's primal pack includes flying Primal Guardians, you want to counter with anti-air Spore Crawlers on your base perimeter as well, and produce plenty of Mutalisks. You have one Spore Crawler to start but you should add another nearby.

SPIRE

The Spires sustain themselves by feeding on creep. Spires have also been bioengineered to enable the evolution and enhancement of Zerg flyers.



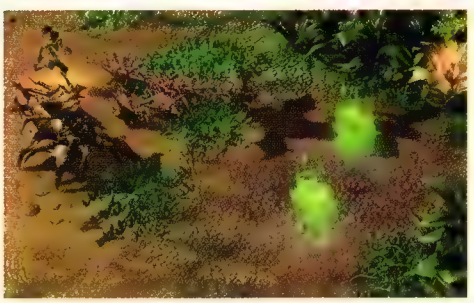
HARVEST THE FIRST QUILLGOR.

From the hive cluster **(1)**, Kerrigan senses a nearby pack of Quillgor **(2)**, and its location is revealed on the minimap. Group your initial units with Kerrigan—Zerglings, a Swarm Queen, and Mutalisks. Important: Add at least two Drones to this group too. Then head for the Quillgor. Hit the highlighted Quillgor Alpha immediately with Kerrigan's Kinetic Blast then finish it off and kill its minions.

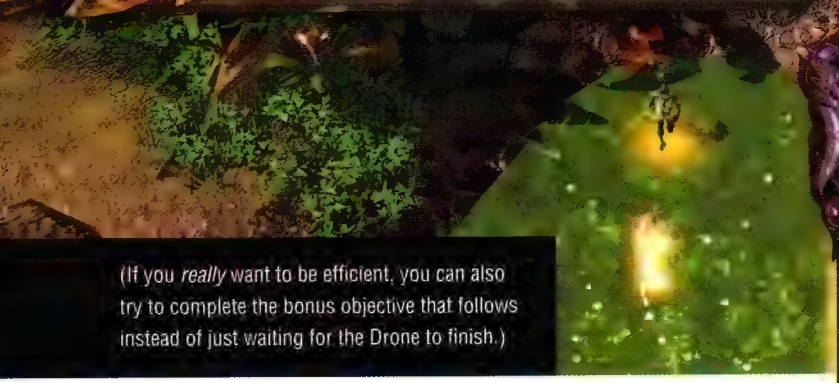
Now select a Drone and right-click on the Quillgor carcass to set the Drone to harvest its biomass. As Izsha explains, the process is slow—a timer bar appears over the carcass, counting down from 60 seconds. When finished, the Drone will automatically carry the meat to the Ancient One's lair **(3)** and feed it to him. Your Drone is vulnerable and must be protected during this slow acquisition and delivery process.

FREE GAS

This area features a number of gas deposits for pickup. Look for two deposits just southeast of your first Quillgor kill (2). You need plenty of gas to produce Mutalisks. Only ground units can pick up these deposits.



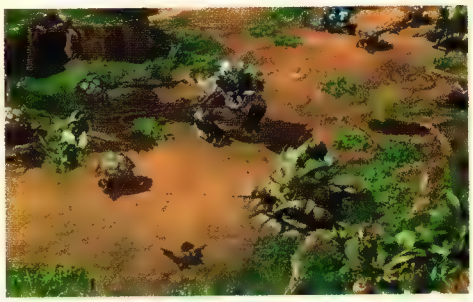
Keep developing your hive cluster while waiting for the Drone to finish its meat-harvesting task. Also, select a Zergling from Kerrigan's team and send it a few steps to the southeast to find two gas pickups in the clearing. Each pickup is worth +100 Vespene!



(If you *really* want to be efficient, you can also try to complete the bonus objective that follows instead of just waiting for the Drone to finish.)

When the Drone finally extracts biomass from the Quillgor carcass, it automatically waddles off with the meat to feed the Ancient One **(3)**. You can provide escort if you want, but this first delivery won't encounter any hostile hunters. After the Ancient One consumes this first offering, Izsha locates all 12 of the remaining Quillgor packs and marks them on your minimap.

BRAKK MUST NOT DESTROY THE BIOMASS OF SEVEN QUILLGORS.



Soon an angry Brakk proclaims his intention to destroy biomass and thus stymie your feeding project. In this walkthrough we'll target the six Quillgor sites on the northern half of the map **(5, 6, 7, 8, 11, 12)** to give you the seven biomass servings you need for the Ancient One.

STAY FOCUSED

Don't worry about rushing down to counter Brakk's attacks on Quillgors in the south. If you produce Mutalisks quickly and move efficiently across the north, you'll need only one other Quillgor harvest.

BONUS: ABSORB THE FIRST PRIMAL ESSENCE.

As the Drone feeds the Ancient One, send Kerrigan and her support group over to the brackish green pond called a Primal Spawning Pool **(4)** just southeast of the Ancient One's lair. A few Primal Zerglings keep watch over the pool. Clear them out then send Kerrigan into the water to absorb the glowing Essence—Kerrigan feels stronger instantly. Note that two more of these pools exist on the map **(4,12)**. We'll get to those later.

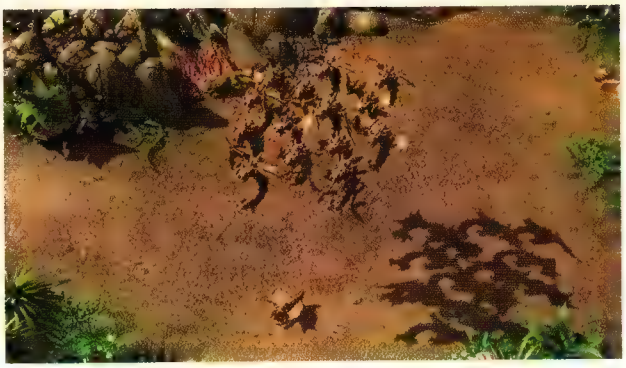
SECURE YOUR BASE.

By now your base should be humming along. Before long, Brakk will start sending occasional raiding parties (including some flying primal units) to hit your base, so build up your defense a bit. Brakk's attacks on your base won't be large, but to be safe you should eventually deploy 4-5 Mutalisks and a Swarm Queen behind the Spine and Spore Crawlers at each base entrance.

FEED THE ANCIENT ONE.

CREATE TWO FIELD GROUPS.

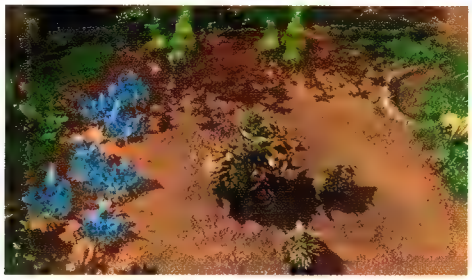
A good plan is to create two separate Mutalisk-filled groups, both working the field. (As always, hotkey each of these two groups for quick selection.) The more powerful group, led by Kerrigan, should focus on swiftly hunting Quillgor Alphas across the north. The second group should be comprised of *all* Mutalisks. This fast, mobile flock can head south with a Drone to collect Quillgor biomass from a site **(6)** near your base. Once that meat is delivered to the Ancient One, this second Mutalisk group can become your Drone escort squadron.



With this second group focused on Drone escort duty, Kerrigan's hunting group can remain full force as it fights through the Primal Zerg scattered across the northern map while moving from site to site. Keep morphing new Mutalisks and flying them out to reinforce Kerrigan's group, which should eventually include 12-14 Mutalisks, two Swarm Queens for healing, and a few Drones for the biomass harvesting work.

HUNT ONE QUILLGOR ALPHA TO THE SOUTH.

OPTIONAL: ESTABLISH A SECONDARY HIVE CLUSTER.



When you've morphed at least 5-6 Mutalisks for your second field group, send them with a Drone to kill and harvest the Quillgor Alpha in the resource field **(6)** just south of the base. Other than the Quillgors, the resources are unguarded, so you can start up a secondary hive cluster here with little trouble.

Of course, time is tight in this mission as you race against Brakk's pack to the Quillgor sites, so you may not want to divide your attention between two bases. But if you can work fast and be efficient, the speed and power you gain later from the boost in your resource income plus an additional Hatchery with more Larvae for faster unit morphing can make things much easier for you in the long run.

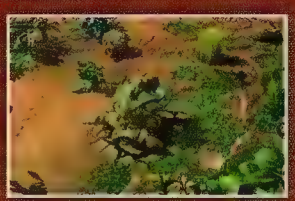
HUNT MORE QUILLGOR ALPHAS IN THE NORTH.

Reinforce Kerrigan's group at the primal spawning pool then send them around the hill behind the pond to slay the Quillgor in the alcove **(5)**. Be wary—you may draw the attention of a handful of Brakk's pack just to the east.

After you make sure your Drone gets to the Ancient One with the meat, head northeast to the next two Quillgor sites **(7, 8)**. (The way is fairly safe if you cleared out the roaming primals earlier.) By now you should be able to bring in your second Mutalisk group to take over Drone escort duties. Don't miss the gas pickups just to the west of **(8)**.

KILLING HIVE CLUSTERS

Four primal hive clusters are arrayed in the southeast, including two down in Brakk's main base (14). It's a very difficult task to complete, but if you can destroy all four bases, you earn an Achievement.



Once you complete these tasks, you've served five biomass servings to the Ancient One—only two more to go! Before you move on, spend a few moments reinforcing Kerrigan's group—tough fighting lies ahead. Then push south and east through the pass to encounter a large group of Primal Zerg **(9)**, including some flying Primal Guardians. Wipe them out! Reinforce Kerrigan again after this battle, because the next location is heavily defended.

BONUS: ABSORB THE SECOND PRIMAL ESSENCE.

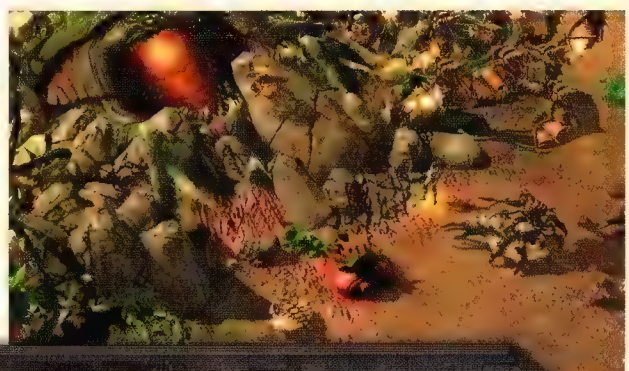
Two more Quillgor packs are nearby, but first head north to find another Primal Spawning Pool **(10)**. (Don't miss the gas pickups in the passage leading to the pool.) This pond has a stronger contingent of Primal Zerg guarding it, so be ready for a tough fight. Walk Kerrigan into the glowing essence to absorb it and return to the clearing **(9)**.

HUNT THE LAST TWO QUILLGOR ALPHAS.

Two more Quillgor Alphas and their packs are nearby, one to the southeast **(11)** and the other southwest **(12)**. If you're following our walkthrough, these are the last two that you need to complete the main objective of feeding the Ancient One. After you kill the first Quillgor Alpha **(11)**, attach your Mutalisk squadron as escort for the Drone carrying the meat and let it make the trip across the northern route for delivery to the Ancient One.

HOLD OFF ON DELIVERING THE LAST BIOMASS!

But after you kill the second Quillgor, attach Kerrigan's group as escort and select the group *including the Drone with the biomass.* Let the Drone automatically carry the biomass close to the Ancient One's lair, but then click on the ground near the lair entrance so the Drone drops the meat. Leave the Drone next to it, and assign your Mutalisk squadron for protection. (This way the biomass offering can be quickly picked up and delivered in an emergency.) Then send Kerrigan's group down to the very southwest corner of the map.



BONUS: ABSORB THE THIRD PRIMAL ESSENCE.

The third primal spawning pool **(13)** is also heavily guarded, so make sure Kerrigan has good support. Fight your way down the passage then walk Kerrigan through the essence to absorb it. Afterwards, send Kerrigan and her group back to your base.

Now select the Drone and right-click on the biomass you dropped near the Ancient One's lair. The Drone picks it up again and feeds it to the Ancient One. This triggers the final objective.

KILL BRAKK.

Back in his base **(14)**, Brakk has had enough of your shenanigans. The primal pack leader is a large, powerful, heavily armored creature with 1000 Life, a Serrated Talons melee attack against ground forces, and an Acidic Projection ranged attack against air targets. He leads a platoon of Primal Zerg on a lumbering march across the map to assault your main hive cluster **(1)**.

His slow progress gives you a few seconds to prepare. Morph more troops and get another Spine Crawler up in the easternmost base entrance. Pull all your defenders from the secondary base (if you produced one) up to the main base. All hands on deck!

When the Primal Zerg finally arrive, immediately hit Brakk with Kerrigan's Kinetic Blast then concentrate all of your group's attacks on him. His minions are tough, but the mission is won the moment Brakk falls.

MEET ZURVAN.

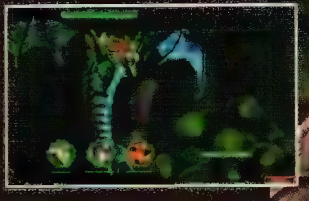
The Ancient One finally awakens. Kerrigan is willing to sacrifice anything to achieve her goal, and demands his help. The great beast, whose name is Zurvan, tells Kerrigan that her Swarm bears the mark of Amon, the fallen xel'naga who came to Zerus long ago…and the one who "forged the Zerg into a weapon." To gain the power of Zerus, he says, Kerrigan must become primal and pure.

INTERLUDE: THE *LEVIATHAN*

Back in the *Leviathan* nerve center, Kerrigan can talk to Izsha about the nature of gambling and then discuss the Hive mind with Zurvan. Finally, go to the Evolution Chamber to chat with Abathur about the Primal Zerg's remarkable ability to assimilate and adapt. Select a mutation for your new Mutalisk.

MORPH MUTALISK

Click on the Mutalisk in the Pit to view your three mutation choices. As Abathur explains, your choice is not permanent. You can return to the Evolution Chamber between missions and switch to a different mutation if you want.



VICIOUS GLAVE

Mutalisk attacks bounce three more times, hitting up to six targets.

Bounces deal increased damage and travel farther.

RAPID REGENERATION

Mutalisk regenerates 10 Life per second while out of combat.

Must remain out of combat for 5 seconds.

SUNDERING GLAVE

Gains +9 damage vs. armored targets, an increase of 100%.

Attacks no longer bounce to additional targets.

THE CRUCIBLE

MISSION OVERVIEW

This is a classic "run out the clock" mission as your Zerg forces try to hold out for 25 minutes against hordes of Primal Zerg while Kerrigan is out of commission. Early in "The Crucible," Kerrigan is locked into a Chrysalis in a primal spawning pool to begin a transformation. Her minions, now under Broodmother Zagara's command, must defend three entrance routes into the pool area as wave after wave of Primal Zerg from two separate factions try to overrun your position and destroy the Chrysalis.

PREREQUISITES

Complete "Waking the Ancient."

OBJECTIVES

MAIN

- Proceed to the mysterious pool.
- Kerrigan's Chrysalis must survive.
- Kerrigan must survive.

BONUS

- Kill the Tyrannozor (+1 Kerrigan level).

REWARDS

Main Objectives: +10 Kerrigan levels

Bonus Objectives: +1 Kerrigan level

ACHIEVEMENTS

ACHIEVEMENT	PTS	REQUIREMENTS
The Crucible	10	Complete "The Crucible" mission in the Heart of the Swarm Campaign.
Epic Meat Tome	10	Kill 75 enemy units with Primal Spawn Locusts in "The Crucible" mission.
Can't Touch This Crysalis	10	Complete "The Crucible" mission without Kerrigan's Chrysalis taking damage on Normal difficulty.

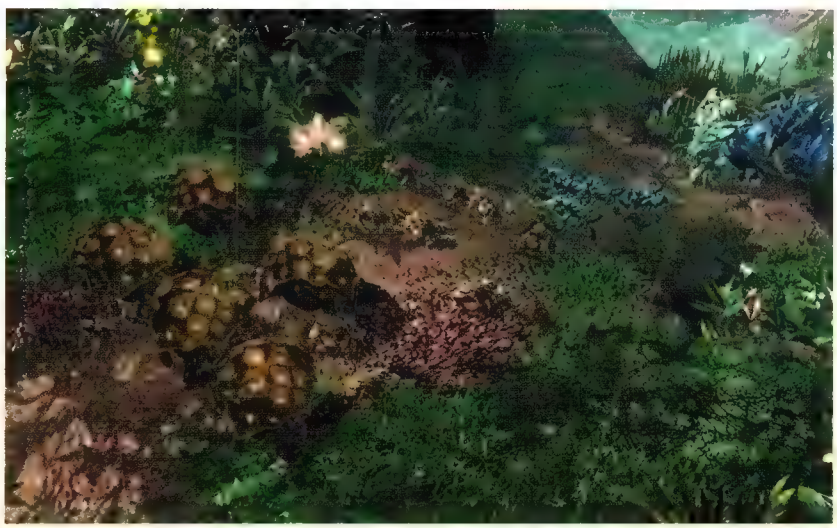
LOCATION: ZERUS

ZURVAN'S BRIEFING

Travel to the birthplace of the Zerg. There... you will be tested. You may be torn apart. If your rage makes you strong enough, the power of Zerus will be yours.

MISSION

The mission opens with a quick tutorial on your new unit, the Swarm Host. As Kerrigan arrives alone in a clearing **(1)**, Izsha reports that the Primal Zerg are coming. Fortunately, Abathur drops in a squad of new creatures he's developed called Swarm Hosts. Drag-select and move them to the highlighted spot just up the path then click the Root button in their command card.

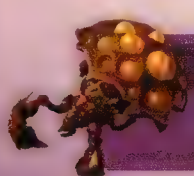


SWARM HOST

The Swarm Host's endless supply of Locusts is ideal to besiege powerful enemies and tear down tough defenses. Swarm Hosts can unleash Locusts from far away, so use this ability to keep them out of harm's way.

The Swarm Hosts dig in. When the Primal Zerg arrive—a formidable pack of foes that includes an Primal Ultralisk, Roach, Hydralisk, and Zerglings—your Swarm Hosts start popping out egg sacs that quickly hatch Locusts. The spawn has a time limit—each Locust dissolves after a few seconds. The Swarm Host pops out more egg sacs on a timer to spawn another round of Locusts.

NEW UNIT



SWARM HOST

Siege unit. Spawns Locusts to attack ground targets from long range.

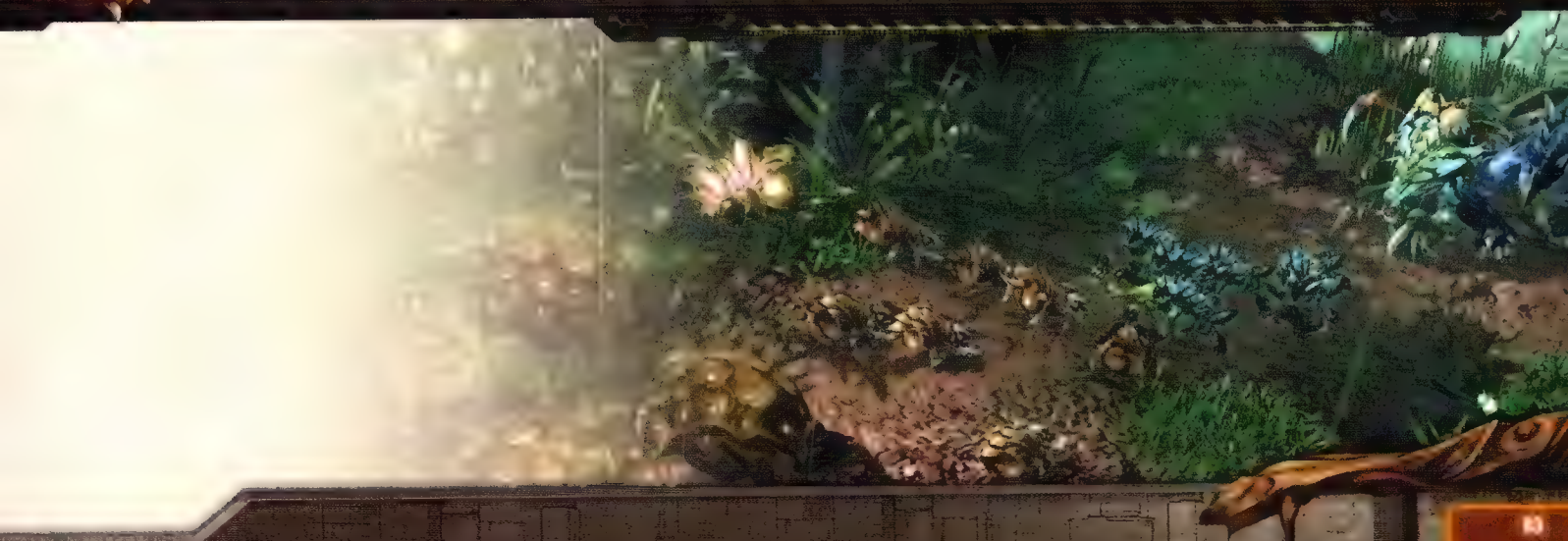
LEGEND

PRIMARY

1. Start
2. West entrance
3. Chrysalis
4. Primary hive cluster
5. East entrance
6. South entrance
7. Zerg factions battle
9. Resource site

SECONDARY

8. Bonus: Tyrannozor



PROCEED TO THE MYSTERIOUS POOL.

This objective is easily completed once the battle is over. Zurvan asks if Kerrigan's hate is still strong enough to make the necessary sacrifice. Her answer of course is yes. Simply walk Kerrigan along the road until she reaches the orange destination marker next to a big green pond.

This triggers a cutscene. Zurvan explains the pond's significance:

"The first Spawning Pool. It existed before names. From this primordial place, the Zerg arose. Within, one essence played into many. One devoured another and became stronger. The first Zerg! You will have your power…and you'll lose yourself. Evolve. Transform. Transcend."

Even though Abathur recommends against it, Kerrigan enters the pool and a Chrysalis forms around her. She orders Zagara to defend the hive cluster and Chrysalis until she is done evolving.

KERRIGAN'S CHRYSALIS MUST SURVIVE.

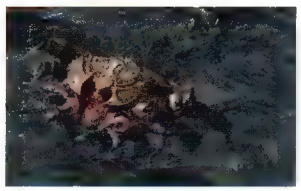
A timer appears onscreen and starts counting down from 25:00. Now you must defend Kerrigan until she awakens when the timer hits zero. Note that the Kerrigan's Life bar at upper left is now called "Kerrigan's Chrysalis."

A quick overview of the area is helpful:

1. The Chrysalis sits in the center of the pool **(3)** just south of your hive cluster **(4)**.
2. This pool/base area has three entrances. Paths lead in from each side—one on the west **(2)** where Kerrigan entered, and another on the east side of the pool **(5)**.
3. There is also an entrance from the south **(6)** that's currently blocked by a rock pile on the ramp leading up to the pool
4. Note another resource site **(9)** just east of your base where you can start up a secondary base later.

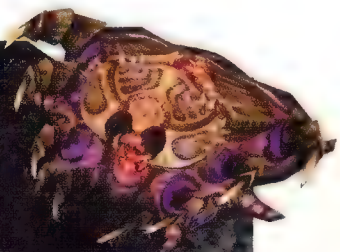
DEVELOP YOUR BASE.

WALL OFF THE WEST ENTRY PASSAGE.



Juggle these two tasks in the opening minute. "The Crucible" requires that you get your base up to speed as quickly as possible—as always, start by ramping up mineral and gas production. Your mix of initial units—Swarm Hosts, Swarm Queens, Mutalisks, and a pair of uprooted Spine Crawlers—tips you off to what you'll need more of. You start with a new structure, an Infestation Pit, which allows you to morph Swarm Hosts from Larvae at your Lair.

INFESTATION PIT



Home to the terror-inducing Infestor, the Infestation Pit is more of a science experiment gone mad. Filled with all manner of plague and disease, it is the perfect breeding ground for the Neural Parasite and its host, the Infestor.

GAS UP

You need a lot of Vespene Gas to produce the Swarm Hosts, Mutalisks, and Swarm Queens you need for "The Crucible." Consider getting Extractors on both of the open Vespene Geysers very early in the mission.

But hostiles will soon advance on your base from the west, so you want to fortify the western entrance to the base right away. Send *all* of your initial combat units (including the two uprooted Spine Crawlers) over to the western entrance **(2)** and arrange them in the following manner:

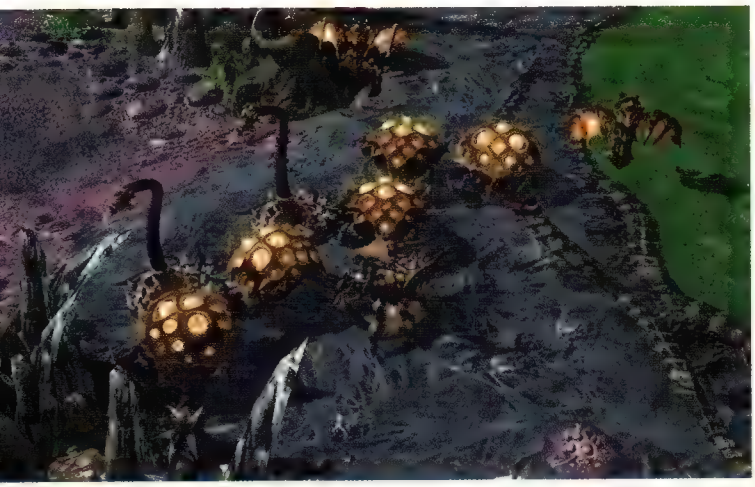
1. Root the Spine Crawlers side by side in the forward edge of the creep at the opening.
2. Root the five Swarm Hosts side by side in a line directly behind the Spine Crawlers.
3. Place the Swarm Queen directly behind the Swarm Hosts for healing purposes. Later, when enemy flyers come into the mix, the queen can provide anti-air help too.
4. Place the Mutalisks above or slightly behind the Swarm Queen.

FIGHT OFF THE FIRST ATTACK WAVE.

Remnants of Brakk's forces gather to the west **(1)** and prepare to assault the hive cluster. If you followed our suggestions in the last step, your defensive line at the western entrance **(2)** should easily repel this attack wave. In fact, you can probably ignore the battle and turn your full attention to the next step.

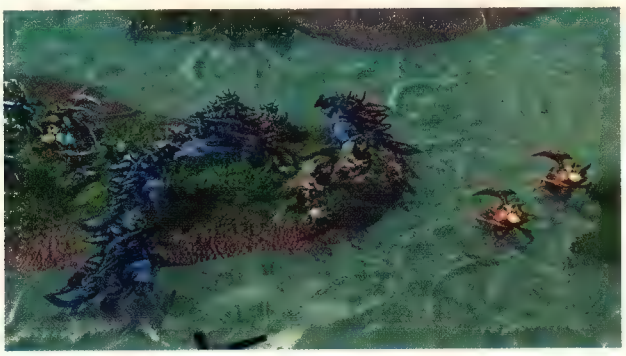
START WALLING OFF THE EAST ENTRANCE.

The next attack wave will come from the east, so you want to set up the same defensive array in the eastern entrance **(5)** as you just did in the west: two Spine Crawlers, a line of 4-5 rooted Swarm Hosts, a Swarm Queen behind and a few Mutalisks above. Note: You may not be able to produce this full force before the eastern attack wave comes. If that's the case, simply uproot a Spine Crawler and a few Swarm Hosts from the eastern entrance and move them to the east, and fly over the Mutalisks too.



IGNORE THE PRIMAL INFIGHTING.

Before the second attack wave arrives, another pack of Primal Zerg gathers across the basin, led by Yagdra, who wants the "essence" of Brakk's pack. Suddenly the two primal packs start a civil war in the riverbed to the south **(7)**, fighting to consume each other's essence! Yagdra's pack are the red dots coming from the east on your minimap, and the remnants of Brakk's pack appear as the blue dots coming from the west.



Take Zagara's advice and let the primal fools fight each other. Do not intervene. You have enough to worry about. Use the time to finish walling off the western entrance, if you can. We recommend mutating a Spire by the Hive as well. You'll need a good flock of Mutalisks soon.

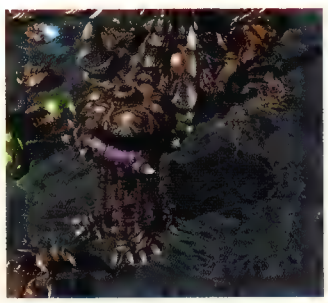
FIGHT OFF THE SECOND ATTACK WAVE.

Soon Yagdra decides to start a two-front war, sending a mob to feast upon *your* essence as well. It gathers to the east and prepares to move on your base via the eastern entrance **(5)**. You need at least one Spine Crawler and 4-5 Swarm Hosts in a line atop the entry ramp with a Swarm Queen behind and a few Mutalisks above. Again, if necessary you can uproot some of the units guarding the western entrance and rush them over to help.

MOBILE DEFENSE STRUCTURES

Remember that Spine and Spore Crawlers can uproot, move, and then root in a new location. Use this ability early in the mission to focus your defense where it's needed most.

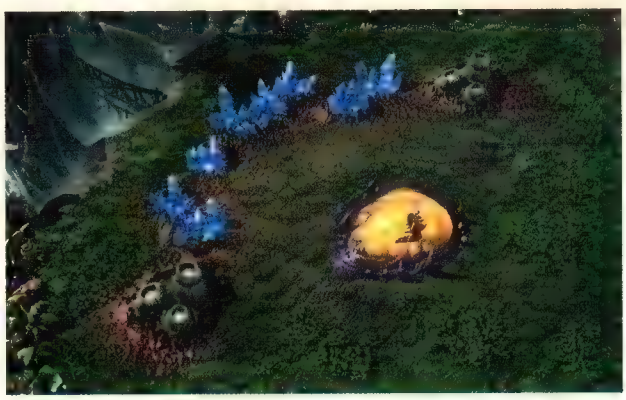
CREATE A MOBILE REACTION FORCE OF MUTALISKS.



If you haven't added a Spire for Mutalisks yet, do so now. Mutalisks can move swiftly back and forth across the pool to defend against enemy waves that will alternate attacking the three entrance passages. Your speedy flyers can also rush to plug gaps if your defensive lines get breached. Later, you'll need a good-sized squadron of Mutalisks to traverse the map for the bonus objective.

OPTIONAL: START A SECONDARY BASE.

If your base defenses seem to be in good shape, send a Drone over to the resource site **(9)** just east of the main Hive and mutate a Hatchery. Morph a crew of Drones, set Extractors on both geysers, and start mining to give your economy a boost. You'll need a Hive defense too.



USE FLYING LOCUSTS TO FIGHT OFF THE THIRD ATTACK WAVE.

Soon Abathur discovers that he can spawn Flying Locusts from the primal essence collected in the pool. Moments later, a large contingent from Brakk's pack gathers in the west **(1)** and advances on your western entrance **(2)**. As the wave approaches, a new button appears at upper right on the screen: "Click to Spawn Locusts."

Click it and watch a big swarm of locusts arise from the pool and fly off to attack Brakk's pack. You can spawn these awesome creatures every two minutes. The cooldown timer appears in the same button at upper right, counting down from 2:00 the moment you spawn a locust swarm.

FORTIFY YOUR DEFENSES.

Keep your hive cluster production going full steam, cranking out more Mutalisks, Swarm Hosts, and Swarm Queens. Mutate additional Spine and Spore Crawlers and place them at base entrances as well. Moving crawlers from entrance to entrance is fine in the early going when resources are scarce. But later the Primal Zerg will hit multiple entrances at the same time, so you'll need Spine and Spore Crawlers rooted in all three entrances.

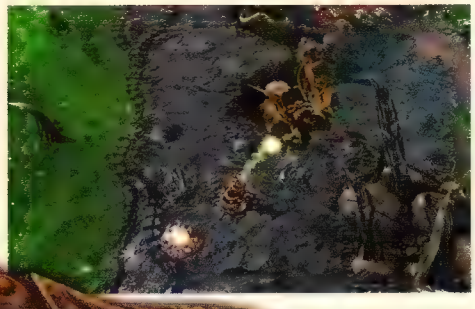
SPREAD CREEP EARLY IN THE SOUTH

A boulder pile blocks the entrance ramp south of the pool **(6)** *at first. But Primal Zerg will smash through eventually, opening up a new avenue of attack. Unfortunately, your creep does not extend down to the ramp for Spine Crawlers to root in.*

Our tip: Early in the mission, send a Swarm Queen down to plant Creep Tumors that spread the creep down to the ramp. When you have time and funds, mutate a couple of Spine Crawlers at the top of the ramp. This move will save you precious time later.

FIGHT OFF THE FOURTH ATTACK WAVE (INCLUDING FLYERS).

The next attack is from Yagdra's force to the east. Once again, defend the eastern entrance **(5)**. (Unleash your flying locusts here only if you need them; the next attack wave will be more intense, so it might be good to save them.) This time Yagdra throws a primal flyer into the fray, and it heads straight for the Chrysalis. Fortunately, you started the mission with a pair of Spore Crawlers rooted on either side of the pool; the one on the east side handles the primal Mutalisk easily.



Note: This flyer deployment is just a mild warning attack. You'll see more flyers later, so mutate a couple more Spore Crawlers, putting one apiece next to the ones already in place. When this attack wave subsides, make sure you have strong defenses at both entrances **(2, 5)** because a pincer attack comes next.

BONUS: KILL THE TYRANNOZOR.

Soon after you defeat the fourth wave, Zagara senses a powerful presence: a massive primal. It's a Tyrannozor, and Abathur craves its essence. But its bone-littered lair **(8)** is far south, on the other side of the battle raging between Brakk and Yadgra's packs.

If you've been morphing Mutalisks from your Spire as recommended, send a sizeable flock south. You need at least 10-12 flyers because the Tyrannozor has a nasty Spike Burst attack that fires five spikes simultaneously at air targets. Enroute to the beast, try to veer through the gaps in the stream of primals fighting each other. Do not Attack-Move.

FIGHT OFF THE PINCER ATTACK!

The fifth wave brings Primal Zerg from both Brakk's and Yadgra's packs at the same time, coming from either direction. Yagdra also tries to sneak another primal Mutalisk to the Chrysalis, but again your Spore Crawlers to the south should fend it off. Again, if things get out of hand, don't hesitate to click the "Spawn Locusts" button to bring in a swarm of flying bugs. Look for another attack wave from either side after the first pincer attack.

DEFEND THE SOUTHERN ENTRANCE.

Next Yagdra sends up a crew that starts hammering through the rock pile on the ramp blocking the southern entrance. If you've been following this walkthrough, you should be well-prepared for this move. If not, send a Swarm Queen to drop a Creep Tumor and spread creep down to the ramp where the rock pile blocks the passage. When the creep spreads to the ramp you can mutate Spine Crawlers to root there and wall off the passage before the enemy breaks through the rocks. The rocks have a 2000 life buffer, and the Spine Crawlers can easily stop the attackers from destroying the rocks, buying you even more time.

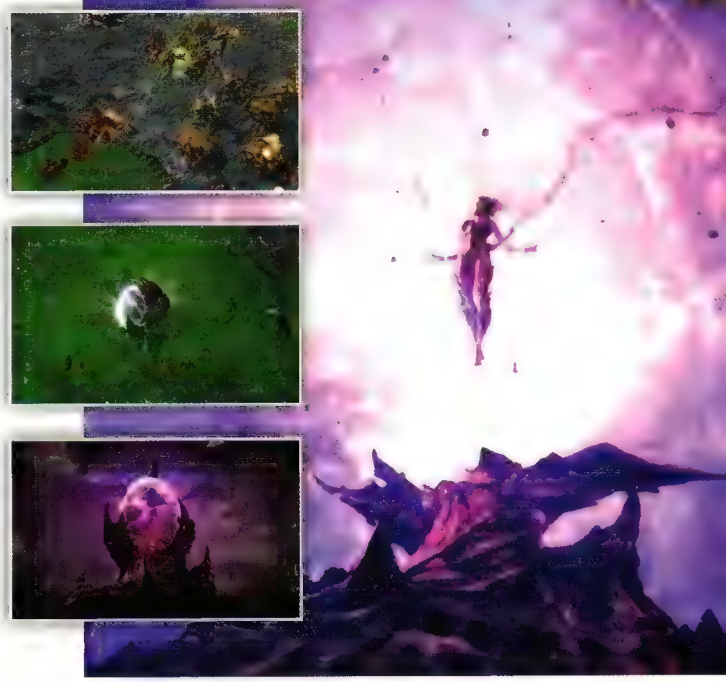
FIGHT OFF THE REMAINING WAVES.

Shortly after breaking through the rocks, both packs hit the east-west entrances again **(2, 5)**. This is a good time to unleash the Flying Locusts. After that, attacks come staggered from all three directions, so you need a solid force at each entrance plus an emergency squadron of Mutalisks that can rush from hot spot to hot spot if the primal enemies break through anywhere. Be ready for more enemy flyers in these attacks.

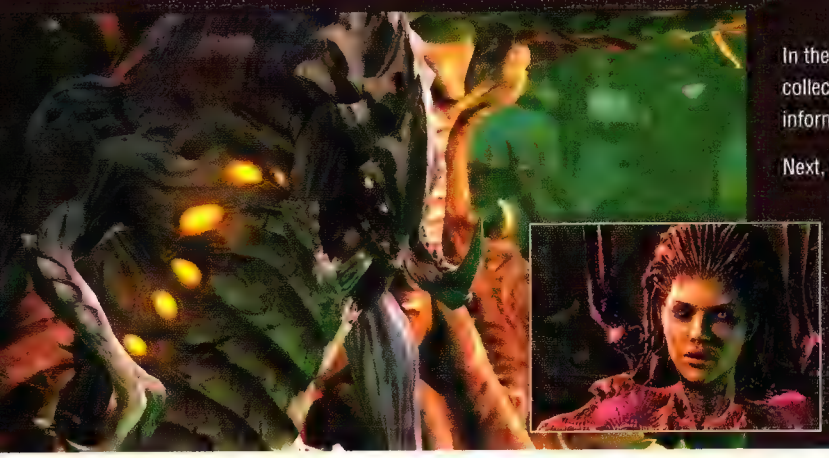
FIGHT OFF YAGDRA'S FINAL CONVERGING ATTACKS.

As the Chrysalis begins to awaken at about the 2:00 mark, Yagdra's pack finally wins the internecine war in the south. He sends his full forces to converge on your base, hitting all three entrances at once. Beef up your passage walls and keep pumping out reinforcements from your Hatchery. Keep a big flock of Mutalisks hovering directly above the Chrysalis to keep it safe from enemies (including big flying Vipers) who manage to punch through your passage defenders. And use those Flying Locusts when you can.

Things get very intense when the countdown timer hits the one-minute mark! If any of your entrances gets overrun, send reinforcements directly to the Chrysalis and defend it at all costs. When the timer finally hits zero, watch the spectacular cinematic "Reborn".



INTERLUDE: THE *LEVIATHAN*



In the *Leviathan* nerve center, the Queen of Blades meets Dehaka, a Primal Zerg "essence collector." Zurvan speaks more of Amon, the ancient creator of the Zerg. And Dehaka informs Kerrigan that none of the primal pack leaders will submit to her.

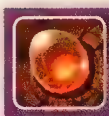
Next, enter the Evolution Chamber and talk to Abathur. Kerrigan explains to him that when the xel'naga artifact made her human again (in *StarCraft II: Wings of Liberty*), it cleansed her of Amon's influence, allowing her to become something greater. When the conversation ends, select a mutation for the Swarm Host.

BURROW

Allows Swarm Host to burrow.

While burrowed, Swarm Hosts cannot be seen by enemies without detection.

Able to spawn Locusts while burrowed.



RAPID INCUBATION

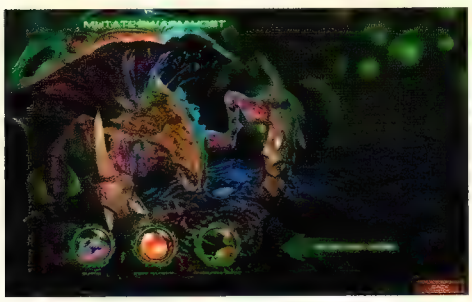
Locusts spawn 20% faster.

PRESSURIZED GLANDS

Locusts can attack both ground and air units.

KERRIGAN'S CHAMBER

Kerrigan's transformation has granted her new abilities, and they cannot be altered at this time. You can alter your abilities once you have overcome the challenges of Zerus.



MORPH SWARM HOST

Your new Swarm Host species has mutations available, so click on the Swarm Host in the Pit to view your three choices. As Abathur explains, your choice is not permanent. You can return to the Evolution Chamber between missions and switch to a different mutation if you want.

SUPREME

MISSION OVERVIEW

This hero mission sends Kerrigan and just a small handful of Zerg minions against the three Primal Zerg pack leaders—Yagdra, Kraith, and Slivan—in order to seize their essences. Each of these boss battles is tough enough, but one last surprise battle against an extremely powerful foe ends the mission. Keep an eye out for valuable xel'naga relics as you move from arena to arena.

PREREQUISITES

Complete "The Crucible."

OBJECTIVES

MAIN

- Slay all three of the primal pack leaders.
- Kill Zurvan.
- Kerrigan must survive.

BONUS

- Find 4 xel'naga relics (+1 Kerrigan level each).

REWARDS

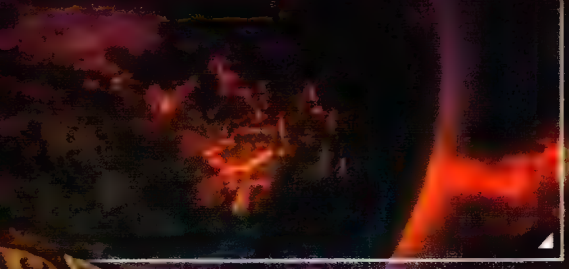
Main Objectives: +5 Kerrigan levels; Hydralisk Evolution Mission

Bonus Objectives: +4 Kerrigan levels

ACHIEVEMENTS

ACHIEVEMENT	PTS	REQUIREMENTS
Supreme	10	Complete the "Supreme" mission in the Heart of the Swarm Campaign.
Endangered Species	10	Kill 500 enemy units with Kerrigan in the "Supreme" mission.
Queen of the Jungle	10	Complete the "Supreme" mission without letting Kerrigan drop below 100 life on Normal difficulty.

LOCATION: ZERUS

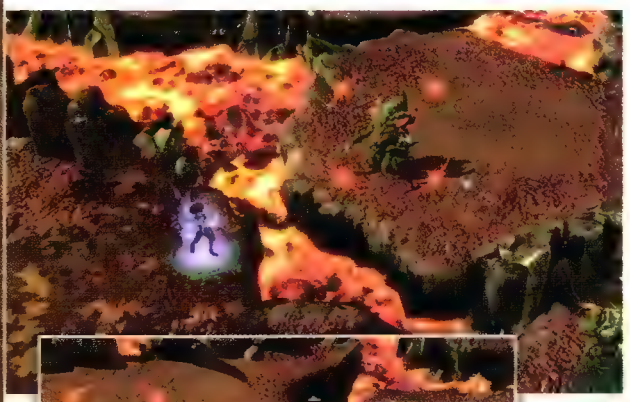


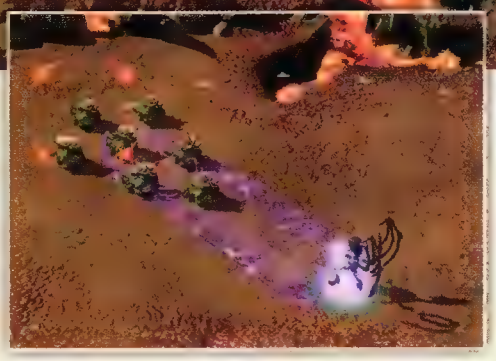
ZURVAN'S BRIEFING

It is time. Confront the remaining pack leaders. Take what is theirs. Embrace the destiny of all Zerg.

MISSION

Kerrigan's new form has granted her powerful new abilities. Get ready to use them as you work your way toward the three primal pack leaders and establish the Queen of Blades as the undisputed supreme Zerg. As Zurvan explains: "Kill them and you will command the whole of the Zerg."





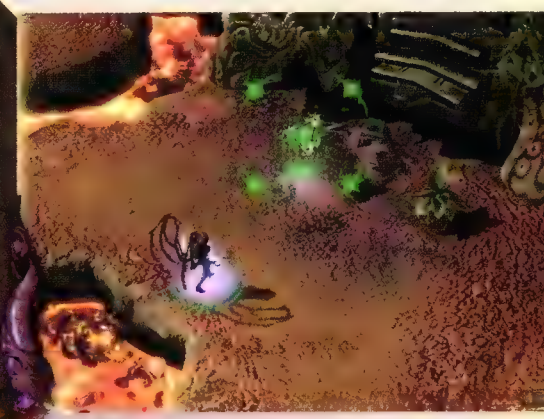
SLAY THE FIRST PRIMAL PACK LEADER, YAGDRA.

From the start **(1)**, move northeast until you see the Hydralisk **(2)** from Yagdra's pack just across a chasm. Click the flashing button on the command card then left-click on the Hydralisk to execute a new ability: "Leaping Strike." Kerrigan leaps to the targeted Zerg and deals 150 damage, more than enough to terminate the creature. Use the ability to leap across the next chasm too.

You encounter a pack of Primal Zerglings **(3)** conveniently deployed like pins in a bowling alley. Here you can unleash another new offensive ability called "Psionic Shift." Click its flashing button on the command card—a purple arrow appears on the ground, aiming out from Kerrigan. Aim the arrow at the last Zergling in the arrangement to set the dash's direction. Click to dash. Kerrigan's Psionic Shift deals 50 damage to each Zergling in her path, enough to wipe them out.

BONUS: COLLECT THE FIRST XEL'NAGA RELIC.

Proceed to the northeast and use Leaping Strike again to hop across the chasm toward the floating green pyramid **(4)**. Abathur reports that it is a relic of xel'naga origin that houses important genetic information. Walk through the relic to collect it.



LEGEND

PRIMARY

1. Start
2. Primal Hydralisk (leap chasm)
3. Primal Zerglings
5. Dehaka's pack
7. Burrowed Primal Zerg
8. Primal Zerg
9. Dehaka's pack
10. Yagdra's lair
11. Dehaka's pack
12. Primal eggs
13. Primal Zerg
15-16. Primal ambush
17. Primal Zerg
18. Kraith's lair
19. Dehaka's pack
20. Creepers
21. Primal Ultralisks & Ravasaur
23. River valley
24. Ravasaurs (high platforms)
25. Creepers
26. Dehaka's pack
27.-28. Slivan's Lair & Zurvan

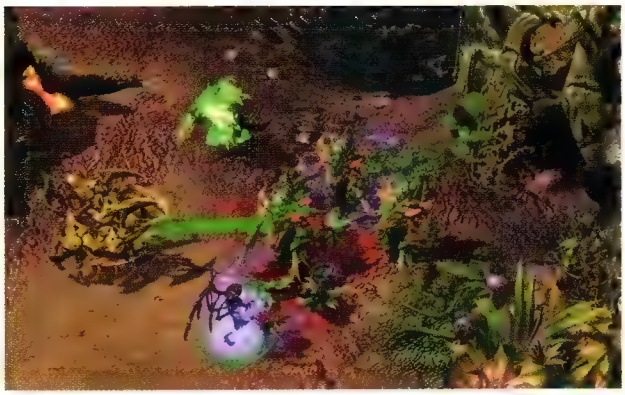
SECONDARY

4. Bonus: xel'naga relic
6. Bonus: xel'naga relic
14. Bonus: xel'naga relic
22. Bonus: xel'naga relic (Ravasaur gauntlet)

KERRIGAN'S ABILITY HOTKEYS

Use hotkeys to quickly access Kerrigan's abilities. Her first three active abilities are always bound to the Q, W, and E keys.

Continue to the northwest, leaping across another chasm to reach a battle **(5)** between Hydralisks of Yagdra's pack and some primal Roaches fighting for you, courtesy of Dehaka. Note that the enemy Hydralisks are lined up in a row…perfect for a Psionic Shift dash! Take them out and group your new allies with Kerrigan.



USE MEND TO HEAL.

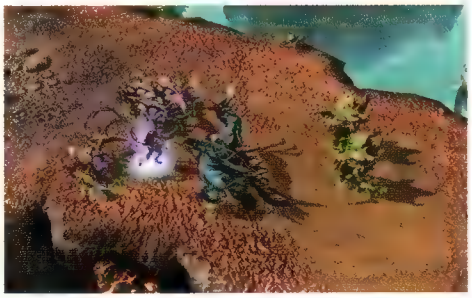
Kerrigan's new form has one more new power. Click the flashing button on the command card to unleash your new Mend ability. This heals Kerrigan for 150 Life and nearby friendly units for 50. An additional 50% of that is also regenerated over the next 15 seconds.

BONUS: COLLECT THE SECOND XEL'NAGA RELIC.

Now start fighting your way north through the Primal Ultralisks, Hydralisks, and Zerglings of Yagdra's pack until you reach another chasm **(6)** at the northwest tip of the map. Get ready: Your Roaches can't jump across, so you're on your own here.

Across the chasm is a narrow alcove where a large swarm of Primal Zerglings guards another xel'naga relic. Use Leaping Strike to get across. Then use Psionic Shift to dash through the swarm. When you snatch the xel'naga relic, Kerrigan gets a full recharge of Life and Energy.

FIGHT TO YADGRA'S CLEARING.

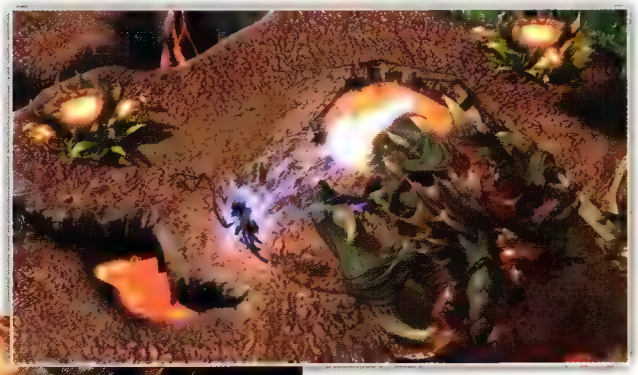


Now head southeast along the path. Be ready for the emergence of burrowed Zerglings **(7)** from the bubbling pit of dark water, and then later an Ultralisk with two Hydralisks **(8)** try to halt your advance. Using Leaping Strike on the Ultralisk and then dash through the Hydralisks with Psionic Shift. (Remember to use Mend afterward!) After the fight, more Roaches join you **(9)** as you march south.

DEFEAT YAGDRA!

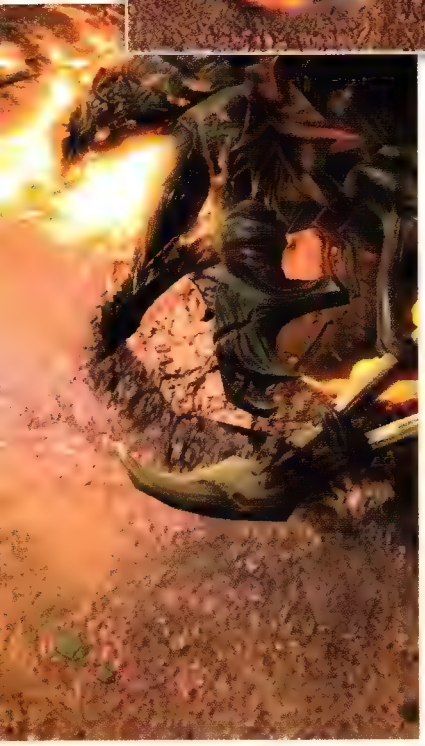
Yagdra suddenly arises in the open clearing **(10)**. The terrible worm spits fiery, long-range acid attacks (a red target marker appears on ground—avoid it!) and also breathes acid in a straight line. To avoid damage, dodge to the side. Being an acid worm, Yagdra can tunnel to new locations. When burrowing, he lays eggs that can hatch into minions, so try to destroy them before they do so. Hotkey your Roaches so you can move them separately out of Yagdra's acid streams while Kerrigan executes Leaping Attacks.

Note that Yadgra's Life bar appears next to Kerrigan's on the screen's upper left, so it's easy to track the slimy one's demise. Alternate between your special ability attacks, and keep using Mend whenever it's available. Follow Yagdra relentlessly from spot to spot but keep destroying those eggs before you move on. When Yadgra's Life is very low, ignore the eggs and concentrate all attacks on the big worm until he falls. Kerrigan extracts the fallen Yadgra's essence.



BONUS: COLLECT THE THIRD XEL'NAGA RELIC.

After the egg smashing fun, head southeast to find two lines of mixed Zerg **(13)** heading for you, perfect for Psionic Shift dashes straight down each line. Then round the corner heading north onto a plateau where three huge Ultralisk eggs sit in front of another xel'naga relic **(14)**. Hit one egg with a Leaping Strike while concentrating your full squad's fire on the second egg. Then try to leap on the third one before it hatches. Grab the relic!



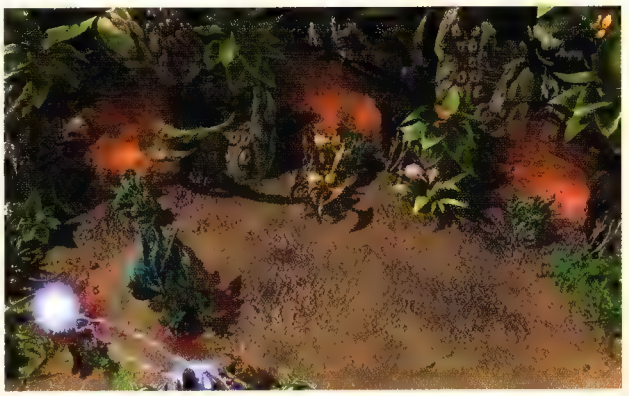
SLAY THE SECOND PRIMAL PACK LEADER, KRAITH.

KILL THE PRIMAL EGGS.

Here you get a new minimap that leads you to Kraith, the next primal pack leader. Head south from Yadgra's lair **(10)** to pick up some more allies from Dehaka, this time a crew of Hydralisks **(11)**. Proceed south into a warren filled with Primal Zerg eggs **(12)**. Make Leaping Strikes onto the bigger eggs first because they hatch Primal Ultralisks, and then follow up with Psionic Shift dashes through egg patches to wipe out multiple smaller eggs per dash. (These hatch primal Hydralisks, Roaches, and Zerglings.)

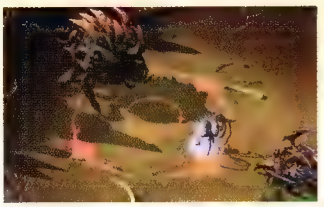
FIGHT OFF THE PRIMAL AMBUSHES.

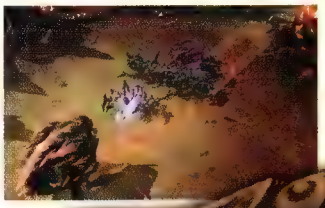
Continue eastward until you trigger an ambush from three orange-lit caves **(15)**. Numerous Primal Zerg emerge from them in two separate waves—the second one is tougher, including an Ultralisk and Roaches. Wipe them out and continue east where two other Ultralisks burst out of the jagged rocks in ambush **(16)**, one after the other. Just past them is a narrow passage **(17)** clogged with primal forces. Remember to use Mend after each of these battles!



KILL KRAITH.

Continue northwest into the arena to meet Kraith **(18)**. This massive mauler likes to charge his enemies, so dodge when he dashes. The red target marker on the ground indicates where Kraith's deadly Spine Volley of razor-sharp projectiles will strike, damaging all units in the designated area. And the red arrow that appears on the ground shows the direction that Kraith will charge. Run Kerrigan and your forces out of these markers, and then immediately hit Kraith with concentrated fire and Kerrigan's Leaping Strikes.

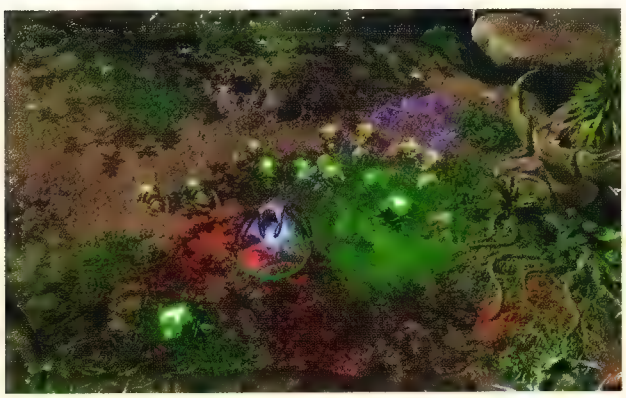




When Kraith runs into the canyon walls he shakes loose his Primal Zerg minions who fall into the pit. These are lighter units, so Kerrigan's Psionic Shift can take them out quickly. As with Yagdra, when Kraith's Life bar is very low, focus your full attention on him. Regardless of how many of Kraith's minions are on the field, when Kraith falls, you win the battle and Kerrigan sucks out his essence.

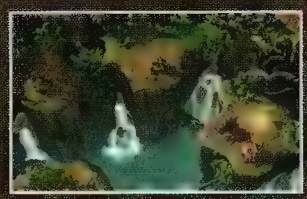
SLAY THE THIRD PRIMAL PACK LEADER, SLIVAN.

Now you get a new minimap that leads you to the third primal pack leader. Exit Kraith's Pit **(18)** to the northeast and take in more of Dehaka's pack, including an Ultralisk **(19)**. Cross the bridge heading northwest into a clearing filled with Creepers **(20)**. Slivan spawns these creatures and you'll find that they infest the river canyon to the southwest as well. (We'll go there shortly.) Make Psionic Shift dashes back and forth through them to eliminate as many as possible before they can explode.



Once you clear them out, continue northwest to face two Primal Ultralisks and an acid-spitting Ravasaur **(21)**. As nasty as the Ultralisks are, use Leaping Strike on the Ravasaur first or else his long-range Volatile Projection attacks (range of 9, and 30 damage per hit!) will ravage your group from afar.

BONUS: COLLECT THE FOURTH XEL'NAGA RELIC.



Go back to the Creeper clearing **(20)** and turn northeast to the edge of a chasm. Up ahead lies a very dangerous canyon where you can find the final xel'naga artifact **(22)** perched on a far platform. Unfortunately, the approach is guarded by more acid-spitting Ravasaurs that sit on platforms around the canyon. Use Leaping Strike to hop from platform to platform, making sure to land directly on each Ravasaur to inflict heavy damage so you can take each one out quickly. Use Mend if the Volatile Projection attacks drain Kerrigan too badly! Remember that grabbing the relic grants full healing to Kerrigan too.

FIGHT DOWN THE RIVER.

Return Kerrigan to her group and proceed down the river canyon to the southwest **(23)**. The water is crawling with Creepers; four Ravasaurs lurk up on high platforms above the river's southern bank; a few Primal Ultralisks lumber about; and some odd stinging plants called Zerusian Needlers line the banks.

First, send Kerrigan up for Leaping Strikes on the four Ravasaurs **(24)**, hopping from beast to beast on the high platforms to eliminate the acid-spitters first. Stay on the high ground (to avoid all the Creepers below) as you hop back to regroup at the head of the river with your full squad. Then proceed carefully downstream **(25)**, using Kerrigan's Psionic Shift to dash through the Creeper swarms before most can explode. When you finally climb the ramp out of the water on the far side, more of Dehaka's pack mates join you **(26)**.

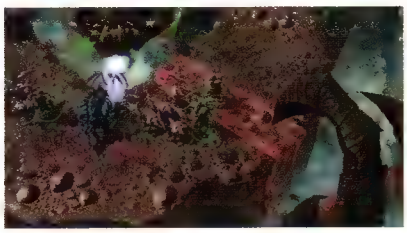
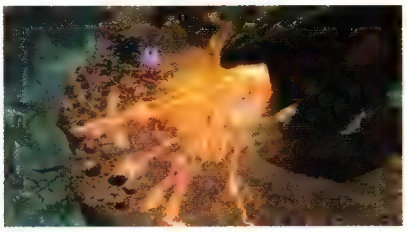
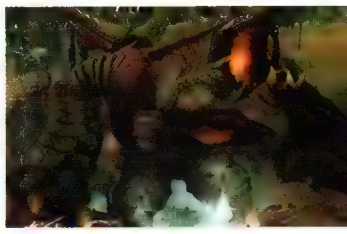
SLAY SLIVAN.

Follow the path all the way up to the arena where you meet Slivan **(27)**, the "Eternal Mother." Slivan doesn't attack you directly, but spawns explosive Creepers by the dozens. She also spews green Acid Pools that slow down and damage anything caught in them. Do not focus on keeping your Primal Zerg alive, this only makes the fight harder. Instead, keep Kerrigan alive. Hit Slivan repeatedly with Leaping Strike attacks, and then while that ability cools down, dash through Creepers with Psionic Shift. Avoid those Acid Pools, and keep using Mend whenever it's available!

KILL ZURVAN.

Once Slivan falls, watch as Kerrigan extracts her essence…and then Zurvan, the Ancient One, makes an unexpected appearance. He's ready to evolve too, and Kerrigan is the meat for his evolution. Zurvan's Life bar appears up top next to Kerrigan's, and the game is on! The Ancient One exhales lightning breath, vomits minions, and tries to crush you with enormous tentacles that rise from behind the platform you're on. Rush away from the telltale red shadowlike bands that appear on the platform to indicate where the next tentacle will slam down.

As against the other bosses, Kerrigan's most devastating attack against Zurvan is her Leaping Strike. Save it for Zurvan only, while using Psionic Shift to thin out the minion population. Use Mend every time its cooldown ends! Keep dashing, leaping, and healing until Zurvan finally falls.

INTERLUDE: THE *LEVIATHAN*

Kerrigan's return to the nerve center opens with a quick cutscene: Izsha reports that a Broodmother named Kilysa wishes to return her brood to the Swarm. To earn this return, Kerrigan orders Kilysa to destroy the planet Mistaff IV, a hub of Dominion military production.

Izsha notes that Kerrigan's transformation has altered her abilities and suggests reviewing the changes in the queen's chamber. Talk to Izsha to discuss the changing tide amongst the scattered Broodmothers. Then talk to Dehaka about the Ancient One's final gambit. You can also learn more about Abathur's origins with a quick chat in the Evolution Chamber.

KERRIGAN'S CHAMBER

You've gained quite a few Kerrigan levels in the past two missions, which unlock another tier of abilities. But Kerrigan's transformation into a new Queen of Blades has also added an entirely new column of abilities to the tiers you've already unlocked. Review this third column now and make your selections on each tier.

We continue to be fans of the mighty Kinetic Blast and its 300 damage fired from long range, although the new Leaping Strike is a fine alternative because it has zero cooldown time. We favor Chain Reaction in the second tier because it's nice to have a deadly, ongoing passive ability that you don't have to trigger from the command card. In the third tier, we like Improved Overlords for the instant morph and increased supply per Overlord, but the new Automated Extractors lets you extract gas without Drones—a very attractive benefit.

In the fourth tier, Mend is easily one of our favorite Kerrigan abilities—if used properly, it makes her nearly invincible and keeps her allies healthy. Finally, we see the three choices in the fifth tier as almost equally enticing; we lean slightly toward Twin Drones (Drones morph in twos at no additional cost and require less supply) because abilities that expedite early base-building can be invaluable in the bigger missions down the stretch.

TRAVEL

If you've already completed both the Char and Kaldir sets of missions, then clicking the Travel button triggers a cutscene with a shocking new development for the Queen of Blades.

NEW MISSIONS!

If you've already completed the Char and Kaldir missions (as in this walkthrough), then after you complete "Supreme" you get a choice of two new missions, each in a different location.

You can either visit Shiggoth Station for "Infested" or travel into Dominion Space for "Void Thrashing." Unlike these…in our walkthrough we'll explore Dominion Space next.

WITH FRIENDS LIKE THESE...

MISSION OVERVIEW

Here's a fun change of pace—a space battle. In this mission you pilot Jim Raynor's flagship, the *Hyperion*, through a mineral-rich asteroid field, wreaking havoc on Mira Horner's mining operation. Your goal is to force Mira to release Colonel Orlan. To do so, you'll have to fight through her well-appointed fleet and destroy her primary space station. On the way you can collect resources that let you upgrade the *Hyperion*.

PREREQUISITES

Complete all Char, Expedition, and Zerus missions.

OBJECTIVES

MAIN

- Clear out Mira's fleet.
- Destroy the mercenary space station.
- The *Hyperion* must survive.

BONUS

- Harvest 3 mineral clusters (3000 minerals).
- Destroy the pirate capital ship.

REWARDS

None.

ACHIEVEMENTS

ACHIEVEMENT	PTS	REQUIREMENTS
With Friends Like These...	10	Complete the "With Friends Like These..." mission in the Heart of the Swarm Campaign.
MinedCraft	10	Collect every mineral pickup with the *Hyperion* in the "With Friends Like These..." mission.
Space Ace	10	Don't let a Mag Mine hit the *Hyperion* in the "With Friends Like These..." mission on Normal difficulty.

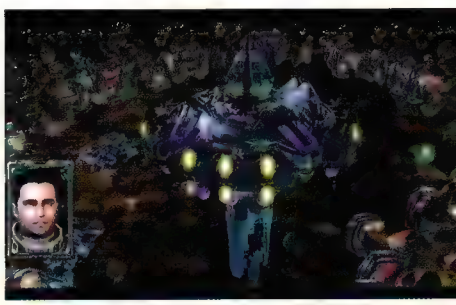
LOCATION: DOMINION SPACE

MATT HORNER'S BRIEFING

To hack the Dominion's restricted network, we need the best decryption expert out there: Colonel Orlan. Unfortunately, he's being held captive by Mira Horner, one of the meanest and craziest mercenary leaders alive.

MISSION

The mission opens with an exchange between the *Hyperion* bridge and Mira Horner, the mercenary leader. Mira refuses to hand over Colonel Orlan, so Valerian and Horner decide to destroy her operations in the asteroid field and cripple her prime space station. Horner suggests taking out one of Mira's fleet stations (called a "Merc Starport") nearby so you can set up your own base.



SHIP REPAIR

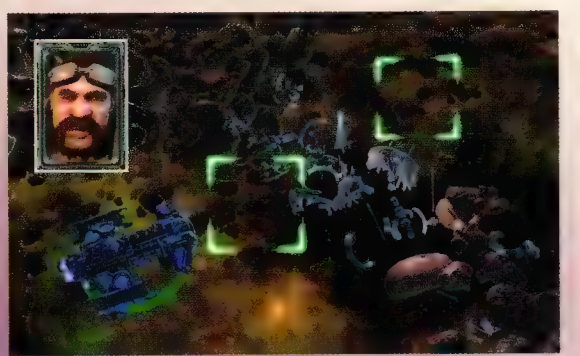
*The **Hyperion** will automatically repair itself over time. If you've taken too much damage, retreat or seek out a Repair Bot.*

CLEAR OUT MIRA'S FLEET.

LEARN TO JUMP.

The first part of the mission unfolds tutorial-style to teach you the basics of flying the *Hyperion*, a powerful Battlecruiser with a unique set of weapons and flight capabilities. From the start **(1)**, accelerate northeast to meet a single Griffon fighter, one of "Mira's Marauders." The Hyperion automatically nails the fighter with its primary laser battery.

Continue on to the belt of debris and asteroids **(2)** blocking navigation. Here Rory Swann, the *Hyperion*'s technical and weapons expert, announces that you'll have to make a short-range tactical warp jump to get past. Move into the highlighted square, click the Jump button on the command card, then left-click on the second highlighted square on the other side of the debris. The *Hyperion* makes the jump across. As Swann notes, these short jumps are good for getting out of danger too.



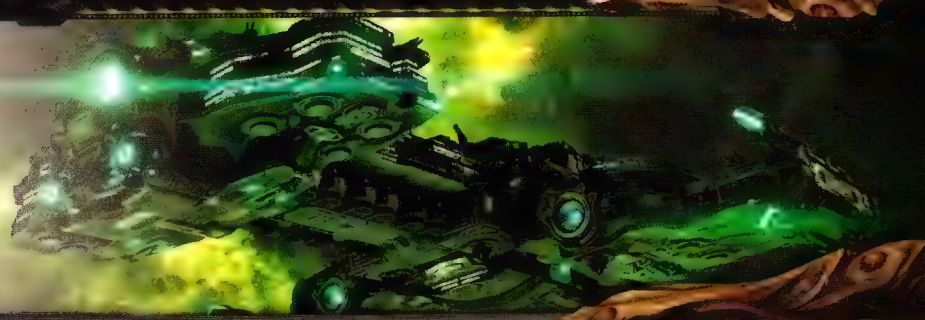
LEGEND

PRIMARY

1. Start
2. Debris belt
3. Griffon fighters
4. Ordnance Tower
5. Repair Bot
6. Ordnance Tower
7. Base start
9. Minerals
11. Merc Starport
13. Merc Starports
15. Mira's main fleet
16. Mercenary space station

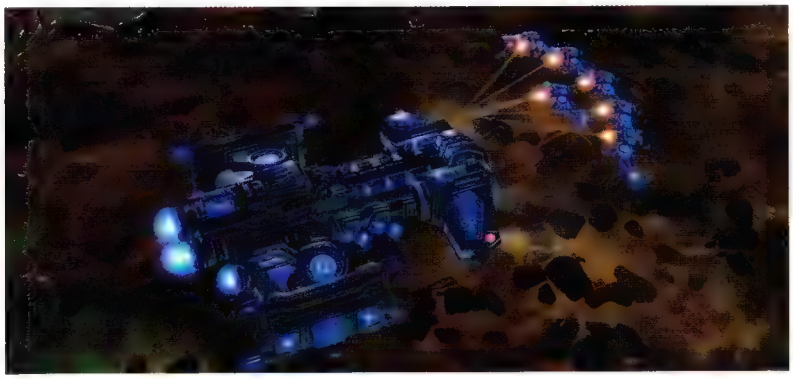
SECONDARY

8. Bonus: Mineral Field
10. Bonus: Kel-Morian capital ship
12. Bonus: Mineral Field
14. Bonus: Mineral Field



LAUNCH A FIGHTER STRIKE.

Proceed in the same direction, fighting past enemy fighters until Swann spots a bigger patrol of Griffons up ahead **(3)**, "too many for our main guns to take on all at once." Instead, click the flashing "Fighter Strike" button on the command card. Then left-click on the enemy patrol to launch your own sortie of Tac Fighters that scramble directly from the *Hyperion* bays.



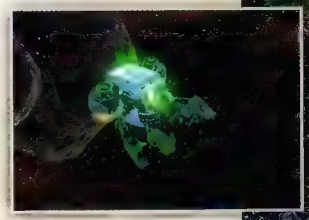
At *Hyperion*'s initial level (Level 1), this ability lets you launch six fighters, perfectly geared to counter enemy fighter swarms or other long-range targets. Later on you can level up the *Hyperion* and increase the amount of Tac Fighters you can hold. Your Tac Fighters automatically return to their docking bays when finished. Push ahead and use them again on the next enemy fighter patrol.

TAKE OUT THE ORDNANCE TOWER.

Next you approach a rotating Ordnance Tower **(4)**, a defensive structure. Swann suggests that you use your Yamato cannon to counter the tower's powerful long-range guns. Click the flashing "Yamato" button on the command card and left-click on the Ordnance Tower to target it. Your big plasma cannon deals a devastating 300 points of damage.

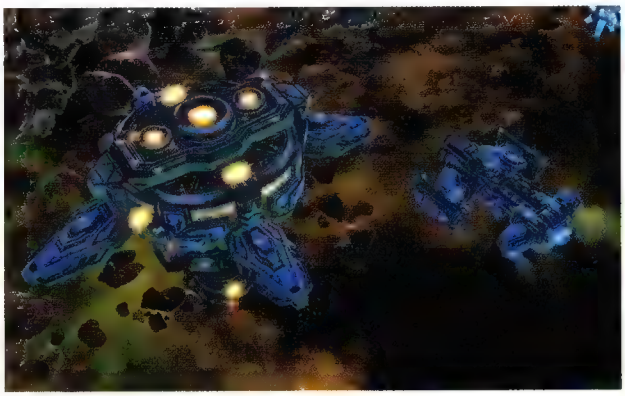
FIND THE REPAIR BOT.

Look for the glowing green robotic unit **(5)** up on the left side of the gap through the asteroids. This is a Repair Bot, and Swann explains that he can use it to instantly repair the *Hyperion* and replace any lost Tac Fighters. To use a Repair Bot, just fly directly into it. In this case, if you have little or no damage, stay away from the Repair Bot. Save it in case you suffer major damage in the upcoming fight.



Just ahead, marked on your minimap as "Mira's Fleet," you encounter a big squad of patrolling Griffon fighters and another big Ordnance Tower **(6)**. Move in closer, target the fighter swarm with your own Tac Fighters, and then immediately target the Ordnance Tower with your Yamato cannon. If you take too much damage, just turn and fly into the Repair Bot for instant repair. Then finish off the tower.

Reaching this checkpoint triggers a quick scene: a blue Space Station controlled by Prince Valerian moves into place and starts releasing squadrons of Wraiths that fly eastward to engage Mira's forces.



WATCH FOR MAG MINES.

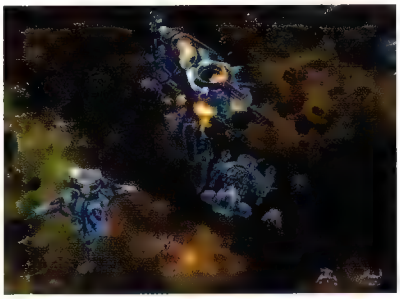
Swann also spots some deadly Mag Mines up ahead. These powerful explosives are activated by proximity: if the *Hyperion* gets close to a Mag Mine, the mine's red laser sight targets your ship. This red line indicates the path that the Mag Mine will fly. The device can only fly in a straight line, so you can dodge mines with standard maneuvers or use Jump for a quicker move. We recommend using Jump whenever you can to avoid oncoming Mag Mines…because once they start moving, they move *fast*.

DESTROY THE MERCENARY SPACE STATION.

Now you get a new minimap for the next sector. You start down in the southeast corner of the map **(7)** and you'll battle your way through scores of Mira's Marauders along the route to her primary space station **(16)**. Be methodical and patient as you proceed. The *Hyperion* is a big capital ship that moves deliberately, so it isn't always easy to get out of trouble quickly unless you use its Jump ability.

KEEP MOVING YOUR BASE FORWARD.

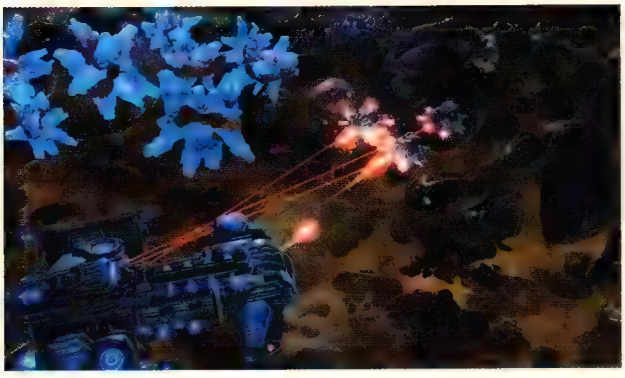
The overall process calls for you to destroy a series of Merc Starports along your way to Mira's main base. These big structures are air-unit production facilities that pump out enemy Griffon fighters. Each one is well guarded by Ordnance Towers, fighter swarms, and even powerful Battlecruisers.



Each time you take out one of Mira's starports, your own base (Valerian's Space Station) pushes forward to that new location and starts sending out fleets of friendly fighter craft through the asteroid field toward Mira's forces.

BONUS: HARVEST THE FIRST MINERAL CLUSTER.

From your start point **(7)** fly northwest to find a Mineral Field floating in the passage. Swann reports that if you harvest minerals he can use them to upgrade the *Hyperion*. To harvest, just fly over the Mineral Field and the *Hyperion* automatically collects it. When you do, Horner reports that sensors indicate three areas dense with minerals nearby, each guarded by Mag Mines. (These areas appear on your minimap.) Fight past star fighters and Ordnance Towers toward the nearest of these Mineral Fields, just to the northeast **(8)**.



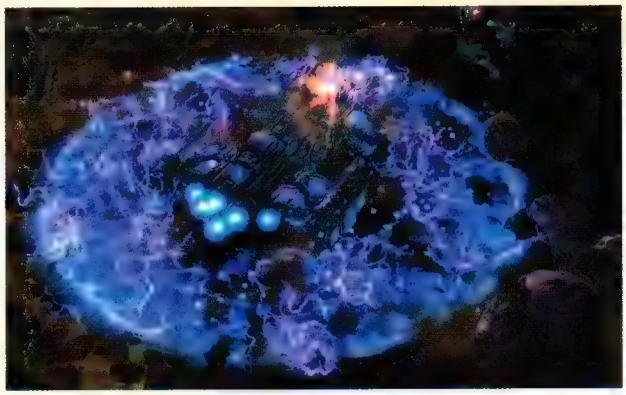
Be ready to use Jump as you approach the clusters! A number of Mag Mines are placed near the minerals. Fly carefully toward the mines and wait until their laser sights activate. Once those red lines appear, the Mag Mines are locked into that line of travel, so you can safely Jump out of the way and let them fly past to detonate. Now you can harvest minerals without incident.

This big field gives you nearly enough minerals for a ship upgrade, but you're just short so fly south to find a couple more clusters **(9)**. When you collect 1000, Swann upgrades the ship to Level 2. This adds 100 to *Hyperion*'s maximum Life, boosts Armor from 3 to 4, and increases damage from the ship's primary laser battery from 8 to 9. You also gain 2 more attack craft whenever you launch Tac Fighters, and your Yamato cannon gains 100 more points of damage per hit.

BONUS: DESTROY THE PIRATE CAPITAL SHIP.

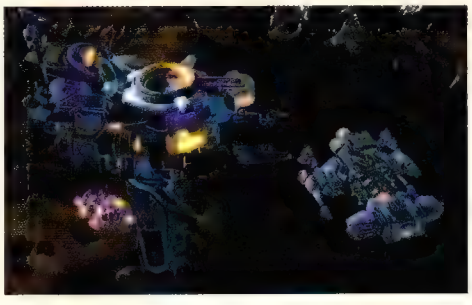
Fly east until you hear Horner report on Kel-Morian pirates operating nearby. They have a very powerful capital-class ship **(10)**, but Horner suggests the pirates may be hording valuable resources and equipment too. Fly down the passage to the southeast and get ready to Jump out of Mag Mine laser sights. Release your Tac Fighters right away and target the pirates' Ordnance Tower with a Yamato cannon shot. Note the Repair Bot floating nearby…but don't use it unless you've suffered major damage. You'll need it when the pirate capital ship attacks!

And that happens quickly once you move past the tower. The Kel-Morian capital ship is an imposing craft with 3000 Life. It fires Cluster Rockets but also emits an electric field that can disable the *Hyperion* for a few seconds. The ship features cloaking technology that lets it disappear then reappear in a new location. Keep targeting it with your Tac Fighters and Yamato shots…and stay close to that Repair Bot! When you finally destroy the capital ship you acquire its technology and Swann installs it. Now the *Hyperion* has a new special ability on its command card: an Electric Field burst that disables nearby enemy units for 4 seconds.



DESTROY THE FIRST MERC STARPORT.

Now it's time to hit the Merc Starport **(11)**. You must fight past a couple of Ordnance Towers and a Battlecruiser to reach it. Keep your Tac Fighters active and use your Yamato cannon whenever it's available on the larger targets. If you find yourself inundated by an enemy fighter swarm, use your new Electric Field to disable them. When the starport explodes, Valerian moves his space station forward to the location.



BONUS: HARVEST THE SECOND MINERAL CLUSTER.

From your station's new position, fly east to the debris field and Jump across it to enter another mineral-rich area **(12)**. Destroy the Griffon fighters and dodge the Mag Mines then harvest the plentiful mineral clusters. This should give you more than enough for Swan to upgrade the ship to Level 3, adding another 150 Max Life and boosting Armor +1 and Damage +2. The upgrade also adds another 100 damage to your Yamato cannon shots and two more Tac Fighters, and increases your Electric Field burst to 5 seconds. Jump back across the debris field to your base.

DESTROY THE NEXT TWO STARPORTS.

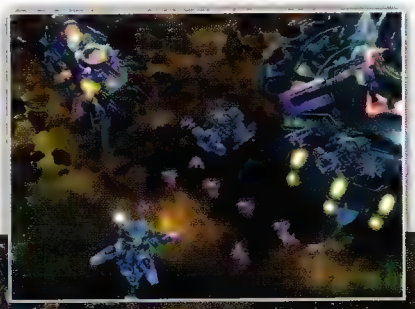
Now start fighting your way northwest to the next heavily guarded Merc Starport location **(13)**. This one features two starport structures. Note that if you wait awhile before advancing, the steady stream of automated fighters from Valerian's Space Station can thin out Mira's defenses for you. Destroy both starports so Valerian can move your base forward to the location.

BONUS: HARVEST THE THIRD MINERAL CLUSTER.

From your base's new spot, make a Jump across the debris field to the northwest and harvest another richly endowed Mineral Field **(14)**. Again, beware the plentiful Mag Mines and be ready to Jump out of their way. (Fortunately, a Repair Bot is parked here too.) The minerals in this area should give you enough to upgrade the *Hyperion* to Max Level. This boost in power and durability will prove valuable in the final assault on Mira's space station.

DESTROY THE MERCENARY SPACE STATION.

Now you must run quite a gauntlet of enemy ships and towers **(15)** to reach your primary target, Mira's base **(16)**. Fortunately, you pick up some heavy Battlecruiser escorts to help batter Mira's defenses. Advance carefully—it's easy to get overwhelmed in this heavily patrolled passage. Find the Repair Bots and stay close to them so that you don't have to make a long run if the *Hyperion* runs low on Life.



When you finally reach the Mercenary Space Station, its Life bar appears in the upper left next to the *Hyperion*'s. Hit it with everything you've got, but don't be afraid to pull back out of range if your ship's Life drops dangerously low. Keep your Tac Fighters in the fray, and use your Electric Field to disable enemy fighters and capital ships that get close. Mira will release long rows of Mag Mines too, so be ready to Jump out of their red-line paths at a moment's notice. Note the Repair Bot just south of Mira's station.

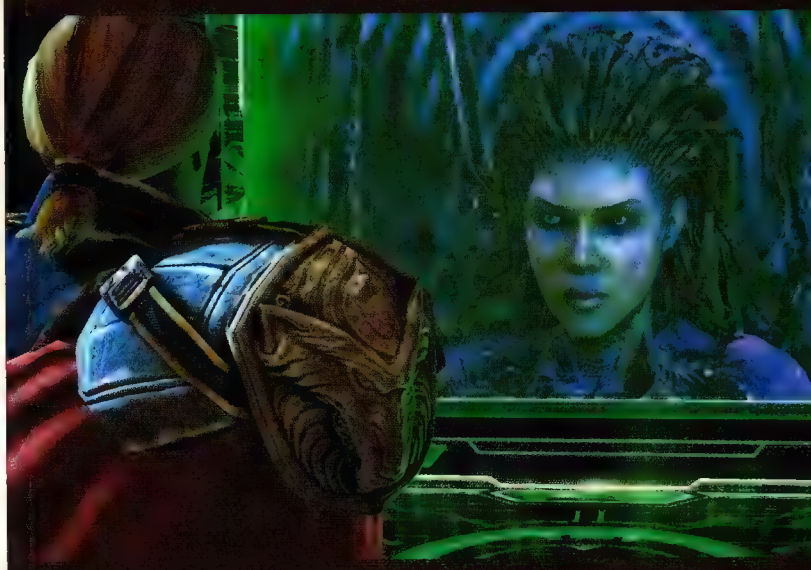
When the Mercenary Space Station is finally destroyed, Mira relents and turns over Colonel Orlan.

INTERLUDE: THE *LEVIATHAN*

Back on Kerrigan's *Leviathan*, another Broodmother named Ryloth wishes to rejoin the Swarm with her large brood. Kerrigan orders her to prove herself by destroying the Dominion's ship manufacturing centers on the planet Jontur II. After the scene, you see the *Hyperion* warp in next to the *Leviathan*.

CHOOSE MEND

If it isn't already chosen, we suggest you select Kerrigan's Mend ability in her personal chamber. The ability to heal herself and surrounding units will be quite helpful in the next mission, "Conviction."



CONVICTION

MISSION OVERVIEW

This starts out as a hero mission with Kerrigan working alone to liberate Jim Raynor. But she soon picks up support as she moves through the prison ship—the *Leviathan* sends regular reinforcements through the *Moros* hull. Your overriding goal is simple: Eliminate the prison guards and get to Raynor on the Maximum Security deck.

PREREQUISITES

Complete "With Friends Like These..."

OBJECTIVES

MAIN

- Kerrigan must survive.
- Protect Kerrigan at the bulkhead.
- Rescue Jim.

BONUS

- Find 2 sets of secret documents (+1 Kerrigan level each).

REWARDS

Main Objectives: +9 Kerrigan levels AND Swarm Host Evolution Mission

Bonus Objectives: +2 Kerrigan levels

ACHIEVEMENTS

ACHIEVEMENT	PTS	REQUIREMENTS
Conviction	10	Complete the "Conviction" mission in the Heart of the Swarm campaign.
Staying Alive	10	Prevent Kerrigan's Life from dropping below 50 percent in the "Conviction" mission.
Saturday Night Fever	10	Reach the Prison Deck with Kerrigan in less than 8 minutes in the "Conviction" mission on Normal difficulty.

LOCATION: DOMINION SPACE

KERRIGAN'S BRIEFING

Time to contact Valerian and Horner. I have to know where Jim is.

MISSION

The mission opens with a cutscene: Valerian and Horner announce that Colonel Orlan's hacking has revealed Jim Raynor's current incarceration aboard the prison ship *Moros*. When the *Moros* warps from its classified location to refuel at Atlas Station, both the *Hyperion* and Kerrigan's *Leviathan* are there to meet it. Kerrigan chooses to liberate Raynor herself with no assistance from the Terrans. But Valerian promises to track her progress and offer tactical advice.

RESCUE JIM.

Kerrigan starts alone **(1)**. Proceed to the doorway and use abilities and standard attacks to eliminate the large squad of Dominion guards **(2)**. If you push up the hall you trigger the arrival of your first batch of reinforcements (Zerglings and Hydralisks) as the *Leviathan* tentacle punctures the hull.

LEGEND

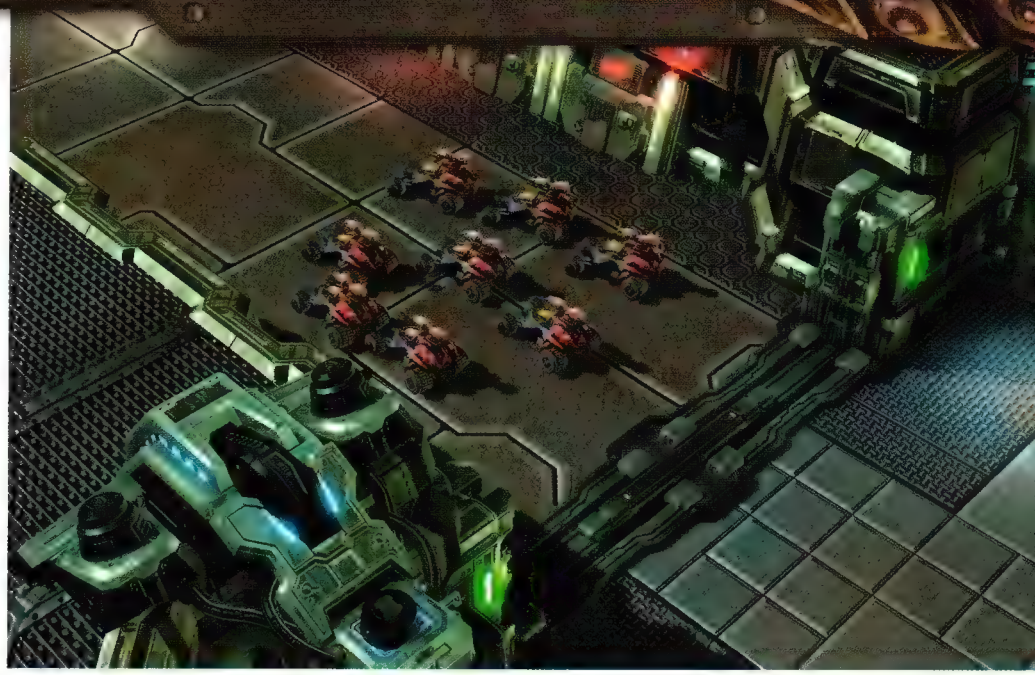
PRIMARY

1. Start
2-3. Guards
4. Reinforcements
5. Guards
6. Bulkhead destination marker
8. Plant Virophages
9. Large Dominion forces
10. Guards (Reapers behind)
11. Lift to lower deck
12. Start on lower deck
13-17. Guards
19. Dominion gate
20. Maximum Security cell

SECONDARY

7. Bonus: Secret documents
18. Bonus: Secret documents

Creep up the corridor until you reveal the next guard detachment **(3)**. This one features Marauders and Marines. If you want to micromanage a better fight, send your Zerglings after the Marauders (weak against Zerglings) and let Kerrigan take the lead against Marines. As the fight ends, the platform ahead retracts, so Mend your troops, turn left, and fight past the next two Dominion squads. When you move through the cellblock you get more reinforcements **(4)** that include a powerful Aberration. Smash the big Hellion squad just down the hall and Mend again, then move on.



MEND OFTEN

If Kerrigan has the Mend ability available, use it after every fight. Use it during fights if they start going badly.

The next set of guards just around the corner **(5)** features a Siege Tank and several Marauders. Your Aberration is strong against the Marauders but weak against Siege Tanks, so target the tank right away using Kerrigan's Kinetic Blast. During the fight, more reinforcements arrive!

REACH THE PRIMARY BULKHEAD.

You should be building up a formidable force by now. This is fortunate because the next hall **(6)** is a tough nut to crack, featuring a big Thor heavy assault mech plus a pair of Bunkers. Again, for those who like to "micro" their units: Morph half of your Zerglings into Banelings and roll those directly at the Bunkers while you target the Thor with the Aberration and Kerrigan's Kinetic Blast. Send remaining Zerglings to tear apart Marauders, and target Marines with your Roaches (which get a damage bonus against Light units). With this division of labor you should secure the hall easily.

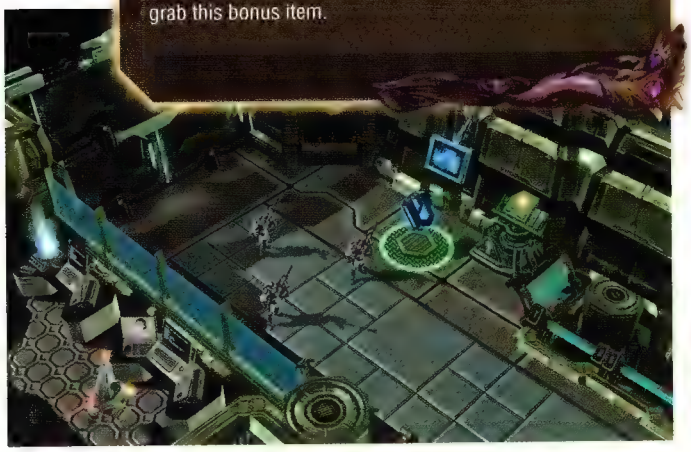
When the hall is clear, Valerian reports that the prison has sealed the primary bulkhead; you'll have to break through to reach the Maximum Security block. Move Kerrigan into the orange destination marker **(6)**. She automatically starts burning through the bulkhead as more Zerg reinforcements arrive.

PROTECT KERRIGAN.

Kerrigan's work on the bulkhead takes her out of the fighting, so you must protect her with your other troops as Dominion guards burst into the hall from each of the four side rooms. These side rooms open one at a time, so you can unleash your full force's concentrated fire on each incursion. You get another batch of Zerglings during the fight sequence, and we highly recommend that you morph these immediately into Banelings. When the fourth enemy group falls, Kerrigan finally melts the bulkhead.

BONUS: FIND THE FIRST BATCH OF SECRET DOCUMENTS.

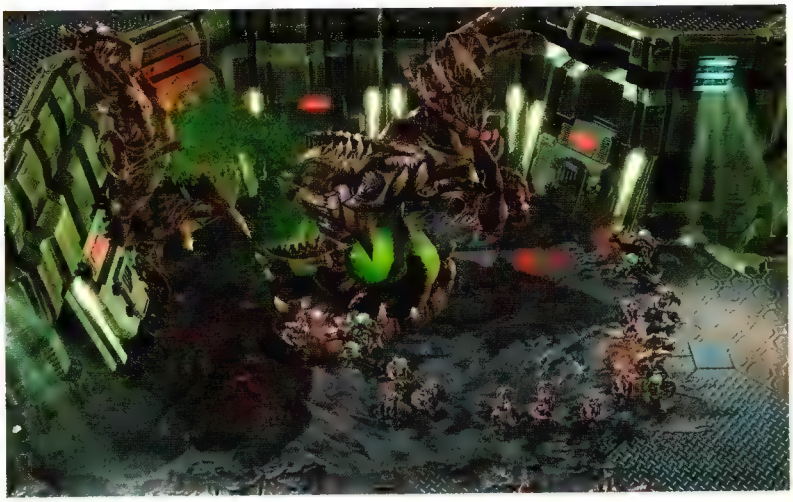
Mend your survivors then move through the melted bulkhead and fight your way up the passage. At the intersection, Horner reports that a nearby security station holds the ship's prisoner log and suggests grabbing it. Turn left and eliminate the Ghosts guarding the "Secret Documents" on the stand **(7)**. Note that *only Kerrigan* can grab this bonus item.



PLANT FOUR VIROPHAGES.

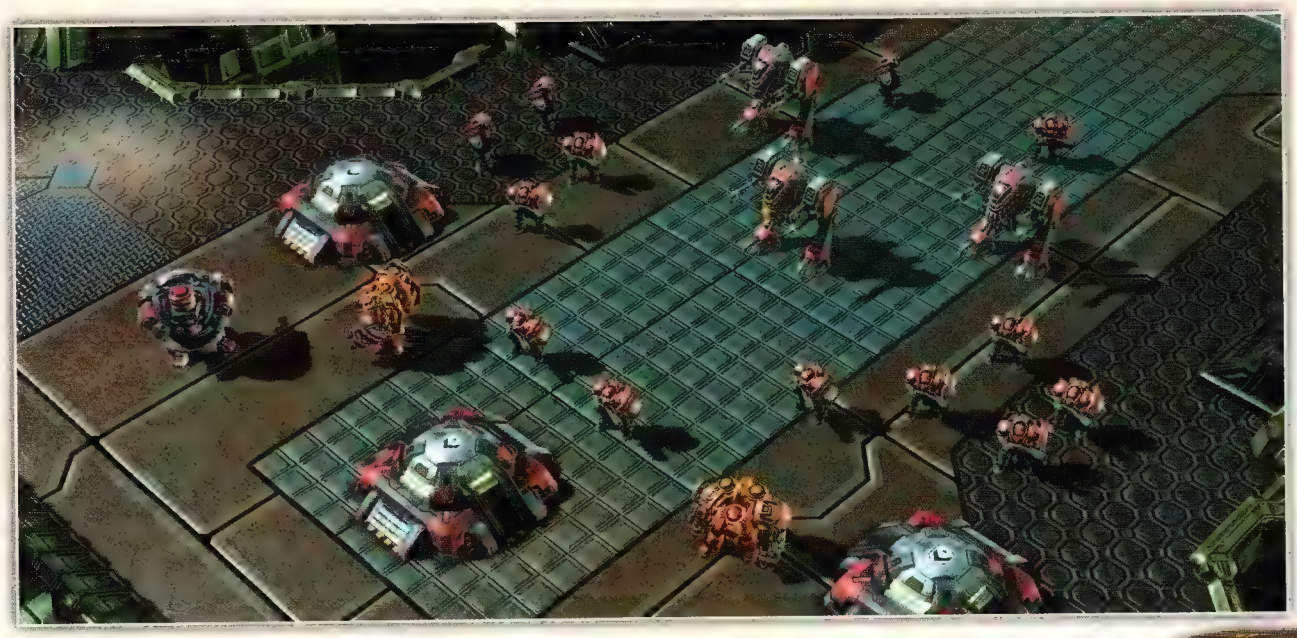
The front area of the next hall **(8)** features a handful of troops and some cowering prisoners. As you move to engage the guards, Valerian warns you that a large number of guards are deployed nearby in the back of the hall **(9)**. (You can see from our screenshot that he's not kidding, as it includes multiple Bunkers and nasty flame-throwing Perdition Turrets.) Kerrigan decides to plant Virophages in four locations to create infested units who can tear into these defenses.

Be sure the hall's front area is cleared of troops then walk Kerrigan into the first two orange destination markers to the northwest. She automatically plants a Virophage at each marker. The Virophages mutate quickly and start producing a stream of disgusting Infested Terrans and Infested Marines who stagger ahead to engage the big Dominion defense cluster **(9)**.



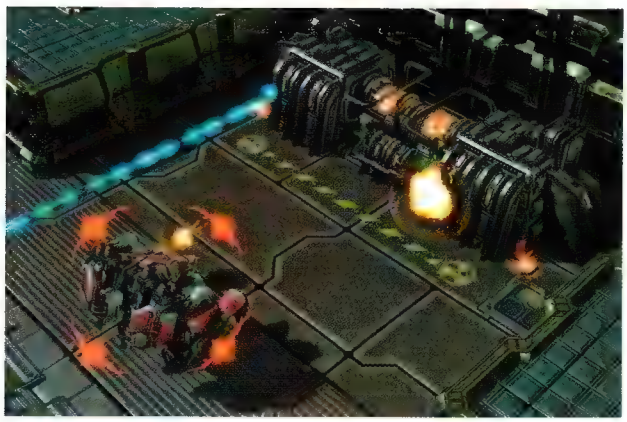
Don't walk Kerrigan across this battle to plant the other Virophages! Instead, bring her back into the front hall area where she can walk safely across to the other two orange destination markers. Soon the stream of infested Terrans overwhelms the defenses in the back of the hall. You can help them using Kerrigan and your Zerg force.

Smash into the next group of guards **(10)** and be ready for a squad of Reapers who rush in from the back door when it opens. You pick up more reinforcements here, fortunately. When the way is clear, get ready for another big pitched battle.



STOP THE THOR!

A powerful platoon of units including Siege Tanks and another Thor guard the prison deck coupling in the last hall **(11)**. As you approach, a quick scene shows the Thor opening fire on the coupling to jettison the prison deck and "cut the prisoners loose." Note that a Prison Deck Coupling Life bar appears at the top of the screen next to Kerrigan's.

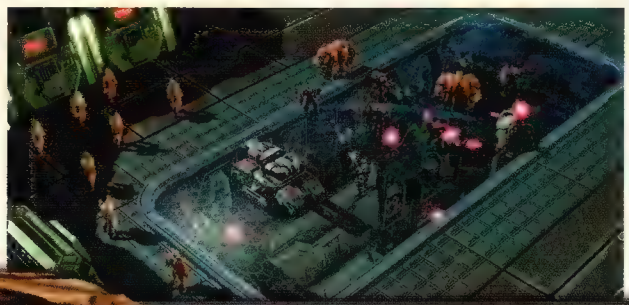


Rush your force in to engage the other troops and target the Thor with Kerrigan's Kinetic Blast. When your pack clears a path to the Thor, take it out once and for all. It is also possible to take control of the Thor with the Infestor's Parasitic Corruption ability, which will greatly bolster your army. Then mop up the other troops in the room. This triggers another brief scene: Mengsk tells Kerrigan that he's destroying the *Moros*! The ship's bridge explodes and Kerrigan rides a lift down to the prison deck. Now time is running out.

RESCUE JIM.

Now a "Ship Destruction" timer appears onscreen and starts counting down from 5:00. Kerrigan and minions **(12)** have a long way to go to find Raynor's cell and then escape, so get moving! Smash through the first two Dominion squads **(13, 14)** clogging the halls then target the highlighted gate to tear it down. (You pick up more reinforcements to help with this process.)

After you bust through, follow the corridor around until you encounter a battle between desperate prisoners and desperate guards **(15)**. Help the prisoners win and push down the next corridor where Reapers drop on you from high perches on either side **(16)**. Eliminate them and proceed around the next corner.



BONUS: FIND THE SECOND BATCH OF SECRET DOCUMENTS.

When you reach a side door **(17)** with green lights, enter and quickly fight up the ramp to the upper level to find a formidable squad of Ghosts and Marauders guarding another set of "Secret Documents" **(18)**. Terminate them and sprint Kerrigan up to grab the bonus documents. Quickly vacate the room. Time is running out!

BREACH THE MAXIMUM SECURITY GATE.

Throw your full force against the Dominion troops guarding the "Dominion Gate" **(19)** that leads into the Maximum Security Area where Raynor is supposedly incarcerated. When the guards are down, hit the gate hard. When the gate finally falls, hurry into the final courtyard **(20)** where one last detail of guards fights desperately. Keep using Mend to keep Kerrigan and her crew alive! The odds may seem against you but hang in there, as reinforcements soon arrive from the *Leviathan*.

If you manage to clear out every last pathetic Dominion guard, you trigger a scene: Kerrigan has Zagara use the Leviathan to secure the Maximum Security section of the *Moros*. This in turn triggers the cinematic "Believe In Me".

INTERLUDE: THE *LEVIATHAN*

Back in the *Leviathan* nerve center, Kerrigan turns her back to her followers and remains closed off. She can only speak with Valerian on the *Hyperion*, a brief conversation that reveals them to be on the same page about the reign of his father, Emperor Mengsk.

Enter Kerrigan's Chamber to select a passive ability from the newly available tier. (If you've followed this walkthrough and completed all objectives, you've pushed Kerrigan's level above 50 by now.) Then be sure to visit the Evolution Chamber where a new evolution mission is available, this time for your Swarm Hosts. We strongly recommend that you complete this side mission right away so that you gain a powerful new strain of Swarm Host for all future missions.

NEW EVOLUTION MISSION AVAILABLE!

Completing "Conviction" unlocks a mini-mission that lets you add special abilities to your Swarm Host units. Click on the Evolution Chamber button then select EVOLUTION MISSION to bring up the "Swarm Host Evolution" selection screen.

See "Swarm Host Evolution" in The Evolution Missions section later in this guide for a complete walkthrough.

NEW MISSIONS!

If you've already completed the Skygeirr Station missions, then completing "Conviction" unlocks the Campaign's final set of missions and you can travel to the planet Korhal for "Planetfall."

However, if you're following this walkthrough you haven't been to Skygeirr Station yet. So travel to that location next for the "Infested" mission.

INFESTED

MISSION OVERVIEW

This mission pits your Zerg force against the imposing Dominion fortifications that guard the entrance into Skygeirr Station. Your task is made significantly easier by deploying a new unit, the Infestor, which uses parasites to give you permanent control of enemy units. Infestors also plant Virophages that turn Dominion Garrisons into endless streams of horribly infested troops that also fight for your side. The station defense counters with periodic gas attacks that wipe out the infested units but leave your Zerg unharmed. During those periods you switch to defense, keeping your Virophages safe from Dominion Cleansing Teams.

PREREQUISITES

Complete the Zerus missions.

OBJECTIVES

MAIN

- Infest the 3 Garrisons.
- At Least 1 Infestor Must Survive.
- Destroy the Dominion Outpost.
- Destroy the Lab Entrance.

BONUS

- Creep 3 Science Facilities (+1 Kerrigan level each).

REWARDS

Main Objectives: Hydralisk Evolution Mission

Bonus Objectives: +3 Kerrigan levels

ACHIEVEMENTS

ACHIEVEMENT	PTS	REQUIREMENTS
Just Getting Inside	10	Complete the "Infested" mission in the Heart of the Swarm Campaign.
Master of Puppets	15	Kill 60 enemy units with [illegible] Dominated Terran units in the "Infested" [illegible]
[illegible] Disease	10	[illegible] without [illegible] in the [illegible] Normal [illegible]

LOCATION: SKYGEIRR STATION

STUKOV'S BRIEFING

The main entrance of the Skygeirr platform is heavily defended. We must dislodge the Dominion force before we can assault the lab itself.

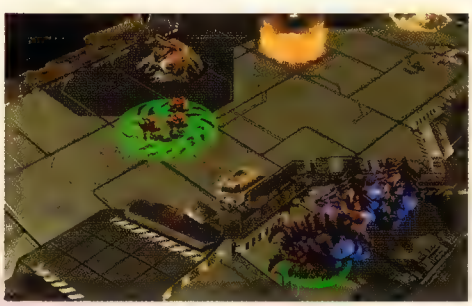
MISSION

The mission opens with Stukov providing an overview: he points out a lift on the landing bay that provides the only entrance into the Skygeirr laboratories. He notes that it is "the second most heavily defended location in Dominion Space." Kerrigan drops in four Infestors **(1)** near some Marine garrisons with plans to implant Virophages to infest the Marines.

INFEST THE THREE GARRISONS.

DESTROY THE DOMINION OUTPOST.

You see a squad of Marines guarding two Dominion Garrisons just down the ramp from your Infestors. Select an Infestor, Click "Fungal Growth" on its command card, move the green target marker over the Marines **(2)**, and left-click to use it on them. This ability immobilizes targets and inflicts 60 damage to the targeted area over 4 seconds…more than enough to eliminate the Marines.



NEW UNIT

INFESTOR

Infestation specialist. Can take control of enemy units. Is also able to immobilize units while it deals area damage to large groups.

LEGEND

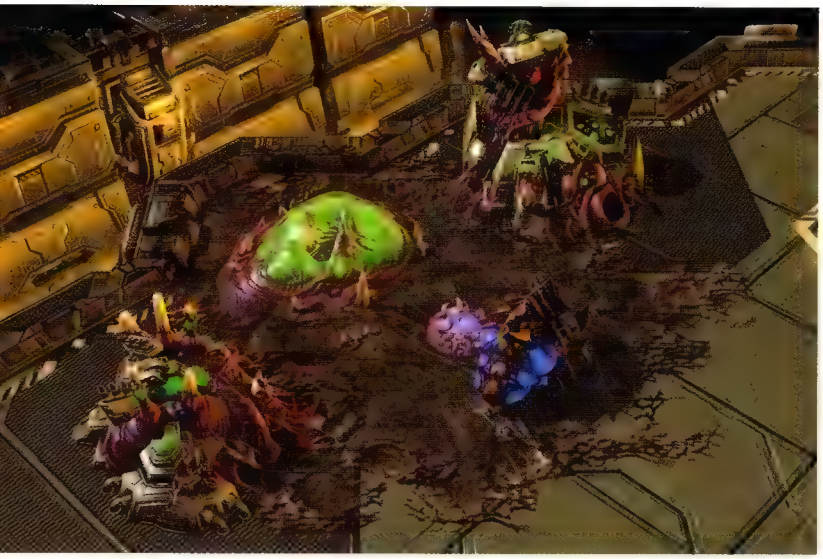
PRIMARY

1. Start
2. Marines
3. Infest Garrison
4. Banshee
5. Infest Garrison
6. Diamondbacks
7. Infest Garrison
8. Primary hive cluster
9-10. Infest Garrison
11. Resource site
13. Extension bridge
14-15. Infest Garrison
18. Infest Garrison
19. Middle platform (Battlecruisers)
20. Lab Entrance

SECONDARY

12. Bonus: Science Facility
16-17. Bonus: Science Facilities

Now you can safely move your Infestors down the ramp. Walk one Infestor onto the orange destination marker **(3)** to plant a Virophage that infests the surrounding buildings which in turn start to produce a steady stream of Infested Terrans.

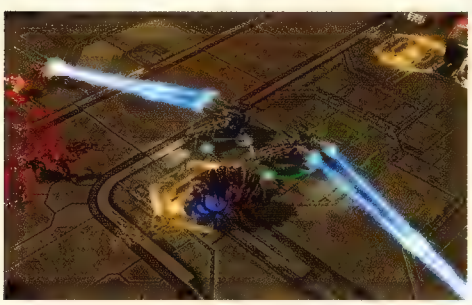


THE INFESTOR

An Infestation Pit gives you the ability to morph Infestors from Larvae at your Hatchery. Use your Infestors to take control of powerful enemies. Thors, Battlecruisers, and other Terran heavy ordnance make ideal targets.

TAKE CONTROL OF ENEMY UNITS.

Walk your Infestors down the next ramp to see a Dominion Banshee **(4)** hammering infested targets. Select an Infestor and use its "Parasitic Domination" ability to take permanent control of the Banshee, a flyer that hits ground targets. Once dominated, the craft starts firing down on its own Bunker nearby which holds Firebats that can't shoot at airborne targets.



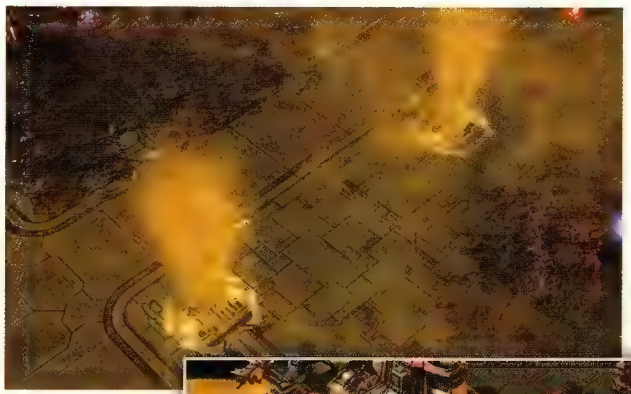
Once you clear the area around the orange destination marker **(5)**, move another Infestor onto it to plant a Virophage that infests the nearby buildings. Now these start producing infested Terran troops too. Walk your Infestors northeast to see a pair of Terran heavy hovertanks **(6)** called Diamondbacks. Use Parasitic Domination on both tanks to take control, then use them to wipe out the remaining Bunkers and troops in this area of the platform.

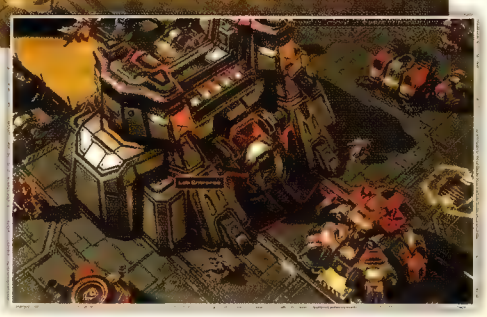
CONSUME ZERG ENERGY.

Izsha points out that one of your Infestors is running out of Energy. Infestors can replace Energy by consuming Zerg units, including Infested Terrans. Select any Infestor that's low on Energy, click the Consume button on its command card, and then left-click on any of the Infested Terrans to consume it. This ability drains up to 75 Life from the targeted biological unit (must be a friendly unit) and gives the Infestor 2 Energy for each point of Life drained.

Once the Banshee, Diamondbacks, and Infested Terrans clear the way, you can move an Infestor onto the last orange destination marker **(7)** to plant another Virophage that infests the remaining buildings on this part of the platform. When every last structure is either infested or destroyed, you complete the first objectives.

Watch as the Dominion station defense counters by releasing lethal gas that kills all infested Terran units. Fortunately, the gas doesn't affect pure Zerg, so you can work on building an efficient base while waiting for the Dominion's gas reserves to run out.





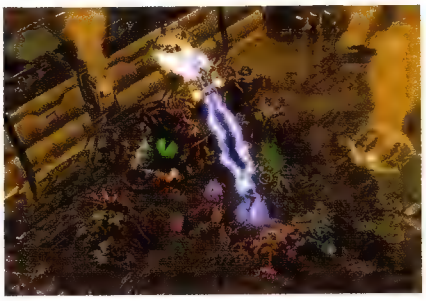
DESTROY THE LAB ENTRANCE.

Now that you control the lower platform, the *Leviathan* drops in a hive cluster **(8)** and you get a new minimap showing your ultimate objective: the laboratory entrance **(20)** that you must blast open. But you've got a *lot* of work to do before you can even get near that entrance.

The rest of the mission proceeds in back and forth phases: gas and no gas. An onscreen timer starts counting down from 3:00 to mark how much time until the gas reserve is depleted. While the gas is venting, you should play defensively; the Dominion will send "Cleansing Teams" down into your area to kill the Virophages, so you should defend them. When the gas runs out, play offensively and try to expand your control of the platform, planting more Virophages to produce new streams of infested troops.

DEFEND THE VIROPHAGE.

When you regain control after the checkpoint cutscene, you should start developing your base (covered in the next step below). But first take a quick moment to group Kerrigan with any initial combat troops and send them directly to the first Virophage that you planted **(3)**. The reason: the Dominion shortly sends out its first attempt to exterminate the infestation.



Labeled as a "Cleansing Team" on your minimap (and marked as a flashing blip), the strike team consists of Medivacs transporting troops to hit that first Virophage. Target one Medivac with Kerrigan's Kinetic Blast before it unloads troops; if you destroy the transport before they deploy, the transported troops are all destroyed too! Remember that if the Dominion manages to destroy a Virophage you can move an Infestor onto the nearby orange marker to automatically plant a new Virophage that re-infests the nearby garrisons.

RAMP UP PRODUCTION.

The station's landing bay is overflowing with enemy troops and vehicles, so developing a robust, well-defended operation at your base is extremely important. The Dominion will continue to "cleanse" your scattered Virophage locations, so you need a solid defense for them too. But first things first: as always, start with mineral and gas collection. Put your initial Drones to work then pump out plenty more. Birth a Swarm Queen right away for healing purposes. (You can also use her ability to spawn Creep Tumors for the three bonus objective targets later.) Add her to Kerrigan's initial group.

SET UP VIROPHAGE DEFENSES.

When resources are flowing in faster, you can start taking the following steps:

1. Mutate 1-2 Spine Crawlers next to each Virophage.
2. Mutate an Evolution Chamber so you have Spore Crawlers and Aberrations available. Then put a Spore Crawler for air defense next to each Virophage. Add a second Spore Crawler to each site when you can, because many of the Dominion raids on your Virophages include flying combat and transport units.
3. You already have an Infestation Pit so morph Swarm Hosts to rest next to Virophages. Eventually you want at least one Swarm Host next to each Virophage, two if possible.
4. Mutate a Spire then start morphing Mutalisks. Create a mobile quick-reaction squad of fliers that you can rush to any Virophage under assault.

EXPAND YOUR TERRITORY.

When the first timer hits zero and the gas stops venting, a new timer appears onscreen counting down from 4:30 to mark the time until the gas is recharged and starts spewing again. When no gas is present, the garrisons infested by your Virophages start pumping out streams of Infested Terrans again, who stagger up the ramp to attack the closest Dominion targets. These troops help to even up the odds a bit, and the more you can produce, the better for your side.

So move Kerrigan's group up the northeast ramp from your main hive cluster to help the infested troops clear the area. Izsha reveals two more prime spots for Virophage planting **(9, 19)**. The eastern orange marker **(9)** is fairly easy to secure. But Bunkers protect the western marker **(10)** and a Siege Tank sits near it; your Infestors can instantly add to your firepower by using Parasitic Domination to take control of Dominion units.

SPREADING CREEP NORTH

Here's a little timesaver tip: After you plant a Virophage next to the garrisons at the eastern location (9)*, select the Creep Tumor by the Virophage and spawn a new tumor up at the northernmost edge of its creep. Then repeat again, pushing the creep river north. You want to spread creep to a bonus objective location* (12) *for later.*

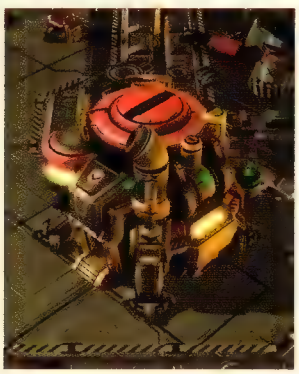
CONQUER THE RESOURCE SITE AND START A SECONDARY HIVE CLUSTER.

When the platform above your new base is secure and Virophages are planted at **(9)** and **(10)**, your autonomous Infested Terrans start putting pressure on the Dominion mining base **(11)** to the north. Send Kerrigan's strike force to help them clear out the area. Look for Vespene Gas pickups after you wipe out the Command Center addition.

Once you gain full control, bring up a Drone and get a Hatchery mutated. Start up Drone production and put in defensive structures. The resources you gain from this secondary base will prove invaluable as you try to sweep across the heavily defended platform.

MUTALISK RAPID-RESPONSE

Keep a flock of 10-12 Mutalisks on a separate hotkey and park them in a central area where they can reach any of your infested garrisons quickly. Whenever a Dominion Cleansing Team advances on one of your Virophages, send this quick-response Mutalisk squadron to knock the Medivac transports and any Viking escorts out of the sky before they can arrive at their target.

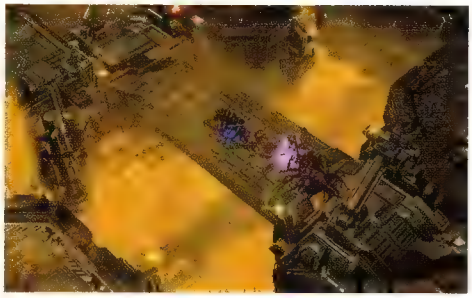


BONUS: CREEP THE FIRST SCIENCE FACILITY.

As you push north to the resource site **(11)**, Stukov reports the locations of three Science Facilities **(12, 16, 17)** where the Dominion conducts hideous research on live Zerg. He suggests you plant a Creep Tumor near each one to infest it and steal the biomass held within. The first Science Facility **(12)** is near the resource field and easily reached. But you'll need to spread creep to the facility before you can plant a Creep Tumor next to it.

Send a Swarm Queen to spawn a Creep Tumor at the edge of whatever creep is closest to the Science Facility—either in the creep emanating from the Virophage to the south **(9)** or from the second Hatchery you started to the north **(11)**. Keep spawning new Creep Tumors until you can spawn one inside the green radius that appears around the Science Facility.

DEFEND THE NEWLY EXTENDED BRIDGE.



Eventually, the Dominion commander orders a bridge extended across the gap **(13)** from the main platform during one of the gas venting phases. This bridge leads right into the heart of your territory, so hustle Kerrigan and any support troops onto the new span to defend it. Meanwhile, spread creep to the bridgehead on your side so you can place a couple of Spine Crawlers there as soon as possible to wall off the bridge.

PLACE TWO MORE VIROPHAGES.

The bridge placement backfires on the Dominion because once the gas reserves run out again, your Infested Terrans and Marines start pouring across the bridge. Three more Virophage locations appear on your minimap **(14, 15, 18)**. Send Kerrigan's strike force plus at least one Infestor to target the two in the southwest first **(14, 15)**.

Watch out for a pair of Thor heavy assault mechs guarding the Science Facility on a side platform **(17)**. A nice tactic is to use your Infestor's Parasitic Domination to take control of one Thor and let it battle the second Thor. Or better yet, bring *two* Infestors to the southwest and take charge of *both* Thors! They make a nice addition to your force.

BUY THE UPGRADES

If you have a surfeit of resources, evolve all of the upgrades available in the Evolution Chamber and Spire for your units.

BONUS: CREEP THE SECOND SCIENCE FACILITY.

Keep spreading creep from your second Hive **(11)** southwest down the ramp and along the road until you can spawn a Creep Tumor inside the green halo of the Science Facility **(16)** next to the extension bridge. Two down, one more to go!

BONUS: CREEP THE THIRD SCIENCE FACILITY.

If you planted your two Virophages in the southwest **(14, 15)** you've probably already drawn out the two Thors guarding the last Science Facility **(17)** on the side platform. Keep spawning Creep Tumors until you infest the facility to complete your bonus objectives.

PLANT A VIROPHAGE ON THE LAST GARRISON AREA.

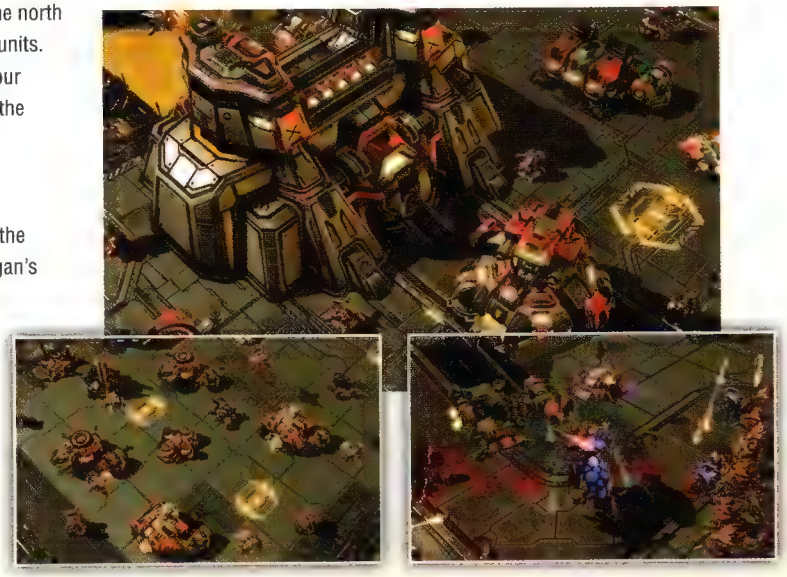
If you're following this walkthrough, only one orange destination marker remains where you can plant a Virophage **(18)**. This platform to the north features four garrison structures guarded by a squad of Predator units. Watch out for a Nuke Strike when you arrive! Be ready to move your units quickly away from the red targeting circle that marks where the nuke will hit.

SMASH YOUR WAY TO THE LAB ENTRANCE.

By now the relentless stream of infested troops has worn down the Dominion defenses on the upper platforms. Keep building Kerrigan's strike force until you've got a powerful Zerg column. Make sure you have a few Infestors in the Swarm for Parasitic Domination of the big Thors on the platforms. Wait until the gas vents turn off again and then follow your infested hordes onto the heavily defended middle platform. Deploy a solid contingent of Hydralisks arrayed behind a screen of Aberrations to counter the small fleet of Dominion Battlecruisers that hovers above the back ramp **(19)**. Remember that you can use the Infestor's Parasitic Domination ability to take control of a Battlecruiser.

DESTROY THE LAB ENTRANCE.

Clear a path to the upper platform and then slug your way up the ramp. With the lab entrance **(20)** in sight, it's time to hit [F2] and throw every combat unit available at the Dominion's last line of defense. There's nothing tricky to this phase. Eliminate the Planetary Fortress shielding the lab entrance then pound the entrance itself. You don't need to obliterate every Dominion structure on the platform. Mission victory comes the moment the lab entrance structure is destroyed.



INTERLUDE: THE *LEVIATHAN*

Back in the nerve center, Izsha reports that all of the remaining Broodmothers wish to submit and return to the Swarm. Enter Kerrigan's Chamber to select an ability from the highest tier (available now if you've been following this walkthrough). Finally, enter the Evolution Chamber to complete the Hydralisk Evolution mission.

Unlocking the Hydralisk Evolution Mission

But if you went to Kaldir after Zerus, the Hydralisk unit wasn't available on Zerus. If so, the Hydralisk Evolution Mission becomes available for the first time here on Skygeirr Station instead, after you complete "Infested."

NEW EVOLUTION MISSION AVAILABLE!

If you completed the Zerus missions before traveling to Kaldir (where the Hydralisk unit is originally introduced), then completing "Infested" here on Skygeirr Station unlocks a mini-mission that lets you add special abilities to your Hydralisk units. Click on the Evolution Chamber button then select EVOLUTION MISSION to bring up the "Hydralisk Evolution" selection screen.

See "Hydralisk Evolution" in The Evolution Missions section later in this guide for a complete walkthrough.

HAND OF DARKNESS

MISSION OVERVIEW

Now that you're inside the facility, the task gets even tougher because you face powerful new Hybrid foes. Eight of these frightening mutant creations are in holding cells scattered throughout the lab. Narud releases them one at a time to unleash psionic attacks that drain Kerrigan's life. You must fight through Dominion troops guarding the chambers to find and defeat each Hybrid before it can reduce Kerrigan's Life to zero.

PREREQUISITES

Complete "Infested."

OBJECTIVES

MAIN

- Destroy all 8 Hybrid.
- Kerrigan's Life cannot be drained.

BONUS

- Rescue 2 Brutalisks (+1 Kerrigan level each).

REWARDS

Main Objectives Reward: Mutalisk Evolution Mission

Bonus Objectives Reward: +2 Kerrigan levels

ACHIEVEMENTS

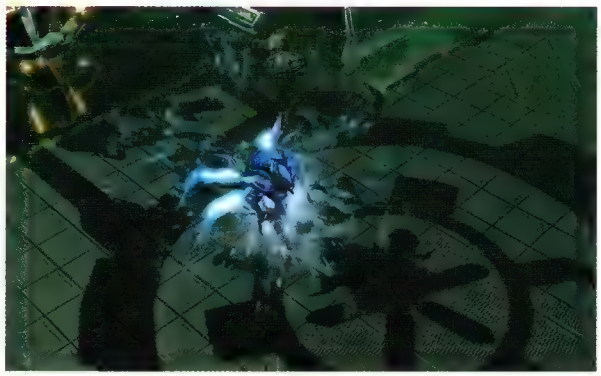
ACHIEVEMENT	PTS	REQUIREMENTS
Hand of Darkness	10	Complete the "Hand of Darkness" mission in the Heart of the Swarm Campaign.
Shattered Command	10	Destroy 2 Command Centers in the "Hand of Darkness" mission.
Power Underwhelming		Destroy 3 Hybrid Holding Cells before the Hybrid are released in the "Hand of Darkness" mission on Normal

LOCATION: SKYGEIRR STATION

STUKOV'S BRIEFING

The vanguard of your Swarm holds the entrance of the lab. The Hybrid wait within. Let's send them to hell.

MISSION



The mission opens with a cutscene: Stukov warns Kerrigan about the head of the lab, someone named Doctor Narud—a "being" not of Terran, Protoss, or Zerg origin, but rather a shape-shifter and a servant of Amon. Stukov claims that Narud is the most dangerous thing Kerrigan has ever faced. And the Hybrid is the culmination of Narud's research: "the ultimate weapon of the final war." When Kerrigan enters the lab, she fends off a draining psionic attack by a nearby Hybrid creature. The battle is on.

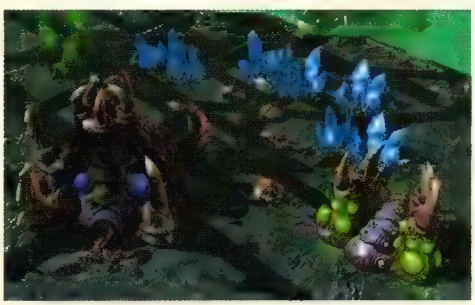
DESTROY ALL 8 HYBRID.

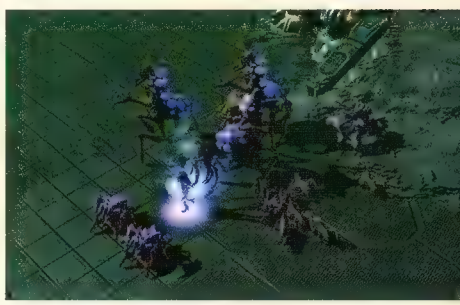
KERRIGAN'S LIFE CANNOT BE DRAINED.

Right away, Kerrigan's Life starts being slowly drained by a nearby Hybrid Dominator. A timer appears onscreen to show you how long Kerrigan has to find and kill each Hybrid who launches long-range, Life-draining psionic attacks on her. Each timer counts down from 5:00.

GET YOUR HIVE CLUSTER OPERATIONAL.

You start in a new hive cluster **(1)**. Despite the timer countdown, you have plenty of time here. The Hybrid Dominator draining Kerrigan is just a short distance away **(2)**. So spend a couple of minutes getting your base operation ramped up. Get Drones working and add an Evolution Chamber so you can morph Aberrations. These big tanks can absorb a lot of punishment, making them useful front line units against the punishing Hybrid Dominators you'll face.





By getting your hive cluster "operational" we also mean "well-defended." Dominion squads will continually raid your base throughout the mission, so you need a couple of Spine Crawlers and Spore Crawlers atop *each* of the two entrance ramps (to the southwest and southeast), plus a Swarm Queen and a mix of other troops. You need new structures for the troop mix you want too. Hydralisks are valuable against the flying Banshees you'll face, and Roaches are strong against Hellions. You'll face a full variety of Terran unit types, so produce the unit types you most like to control.

LEGEND

PRIMARY

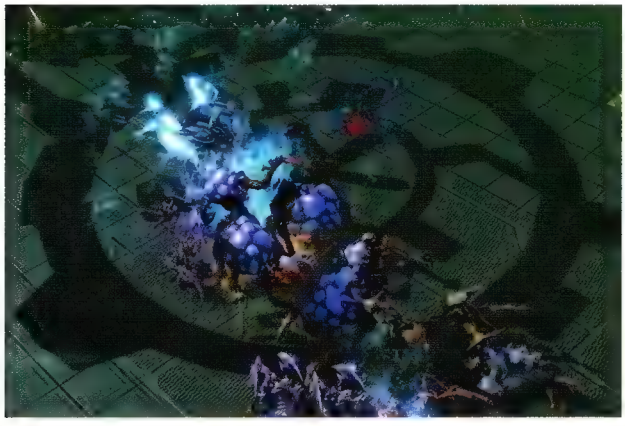
1. Start
2. First Hybrid
3. Second Hybrid
4. Resource site
5. Third Hybrid
7. Fourth Hybrid
9. Fifth Hybrid
10. Dominion force
11. Sixth Hybrid
12. Two Hybrids
13. Dominion resource operation
14. Dominion base

SECONDARY

6. Bonus: Brutalisk
8. Bonus: Brutalisk

KILL THE FIRST HYBRID.

Again, the Hybrid Dominator draining Kerrigan is just a short distance away **(2)**. Take your initial strike force and attack the creature. This is a tough fight. The Hybrid has 1000 Life, 1000 Shields, and an impressive array of abilities: a Psi Blast and Psionic Shockwave, a Graviton Prison that lifts and disables targets. Hit the Hybrid immediately with Kerrigan's Kinetic Blast (or Leaping Strike, if you have that instead), and let your Aberrations take the lead with their close-range attacks.

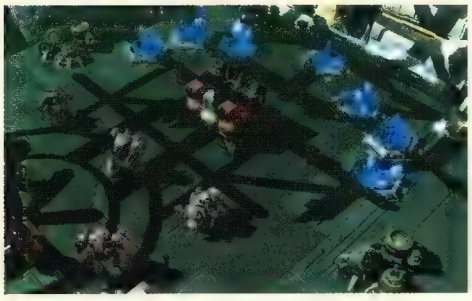


Once you destroy the first Hybrid, Izsha reports that more Hybrid psionic signatures have appeared in the laboratory. Three of them flash on your minimap. We suggest you spend the next minute or two replacing losses from the first Hybrid battle and beefing up Kerrigan's strike force. Make sure both ramps leading up to your base are well defended; Narud will start sending raids at your base shortly.

KILL THE SECOND HYBRID.

Soon another Hybrid Dominator emerges from its holding cell **(3)** and starts psionic draining attacks on Kerrigan. Again, a 5:00 timer appears. Take a strong force with at least two Aberrations and fight through the Dominion force guarding the room, then stop to Mend before you enter and destroy the second Hybrid.

Return to your base and replenish Kerrigan's strike force. As you do, Kerrigan will sense a captured Brutalisk in the facility. We'll go rescue it shortly.



CLEAR THE RESOURCE SITE FOR A SECONDARY BASE.

Soon a third Hybrid **(5)** is released from its cell and the timer starts again. On the way up the corridor to find the psionic attacker, you'll likely take fire from a Bunker guarding the entrance to another resource site **(4)**. If you start up the corridor soon after the Hybrid is released, you should have plenty of time to clear out the resource site guards and bring up a Drone to mutate a Hatchery.

Avoid Large Imperial Entanglements

A large Dominion base guards a resource site to the far west **(13)**. We suggest you avoid it for now and focus on the easier site **(4)** for expansion.

You may even have time to morph a handful of Drones and start collecting minerals. Be sure to add defense structures because the Dominion will attack this hive cluster on occasion too. But don't wait much past the 2:30 mark before you send your strike force up toward the Hybrid signature.

SWITCH THE STEPS

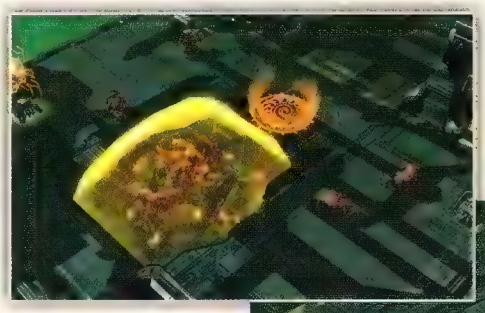
If you have 3:00 or so left after starting up your secondary hive cluster, consider reversing our walkthrough steps and rescue the Brutalisk (6) before you attack the third Hybrid (5). A Brutalisk would add great durability and strength to the vanguard of your strike team against the Hybrid.

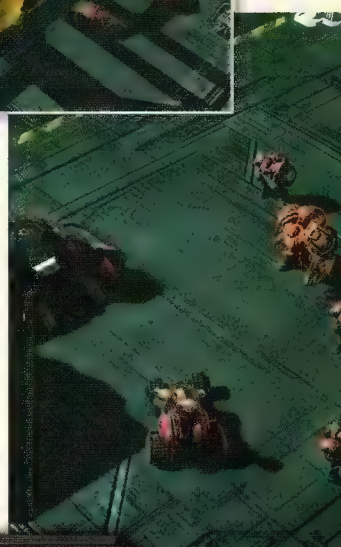
KILL THE THIRD HYBRID.

Now go kill the third Hybrid up north **(5)**. Take a strong force up to defeat him because you need to fight past a squad of Dominion guards to reach him. As before, lead with your Aberrations (and your Brutalisk, if you try the next step before you hit the Hybrid).

BONUS: RESCUE THE FIRST BRUTALISK.

Rescue the nearby captured Brutalisk **(6)**, a massive assault beast that dwarfs even the Ultralisk in size and strength. It is particularly valuable because it can hit both ground and air units with powerful attacks. Fight your way into the lab where the Brutalisk is held and move Kerrigan into the orange destination marker to release the creature.





KILL A FOURTH HYBRID.

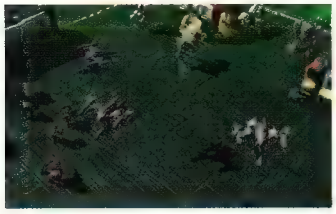
Soon another Hybrid Dominator is released **(7)** and starts draining Kerrigan. Again, beef up Kerrigan's group and tend to hive cluster defense issues before you go after the flashing signature. But don't wait too long—a very strong Dominion platoon (including Firebats, Vikings, Hellions, and a Thor) guards the entrance. Smash through them and take out the Hybrid.

BONUS: RESCUE THE SECOND BRUTALISK.

Another captured Brutalisk is held in a side room just to the west **(8)**. Again, eliminate the guards and move Kerrigan into the orange destination marker to release the creature.

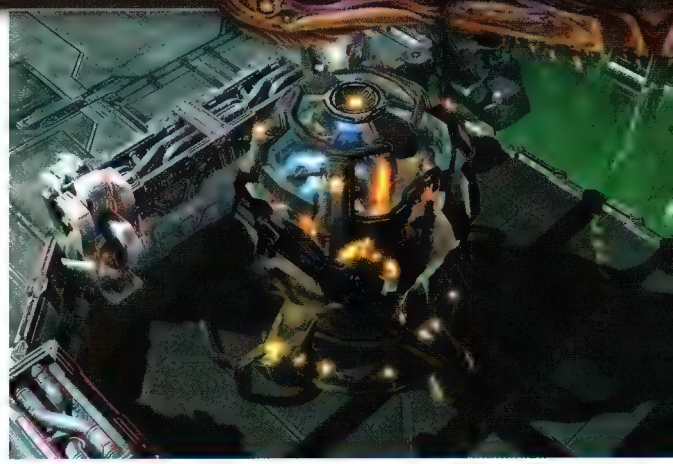
KILL THE FIFTH AND SIXTH HYBRIDS.

Izsha detects two more Hybrid Dominator signatures **(9, 11)** and their signatures flash on your minimap. After a few seconds, one starts a psionic draining attack **(9)**. This Hybrid also has a large guard force that includes some Wraith fighters, so you need good anti-air units. Make sure you have some Hydralisks and a couple of Swarm Queens for this purpose, and then attack the guards.



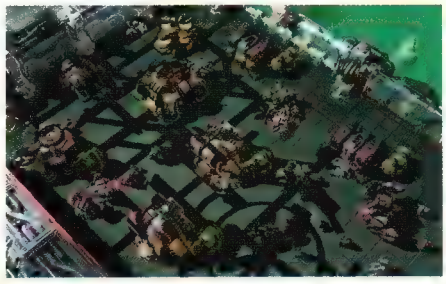
Keep your anti-air units on a separate hotkey and direct their fire at the Wraiths when the flyers approach. When the guards are eliminated, spend a few seconds using Mend repeatedly to heal your strike force. Then swoop in and terminate the Hybrid Dominator. Keep your two Brutalisks with their 1500 Life in front of Kerrigan and your Hydralisks.

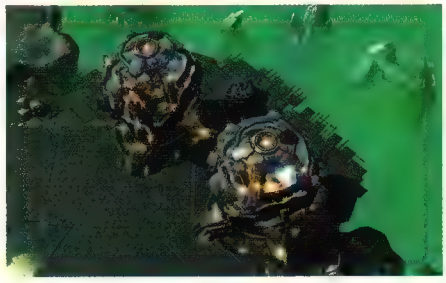
After the fifth Hybrid falls, spend some time reinforcing your strike group because another hefty guard outfit **(10)** blocks your path to the sixth Hybrid. If you've got Kerrigan's top-tier, super-powerful Apocalypse ability available, this is a good place to use it. Drop the devastating area attack (300 damage to all units, 700 to all structures) right onto the Dominion base then mop up any survivors and go hit the Hybrid **(11)**. Note that you don't have to wait until he's released from his holding cell. Just attack the cell to blast it open then attack the Hybrid.



KILL THE FINAL TWO HYBRID.

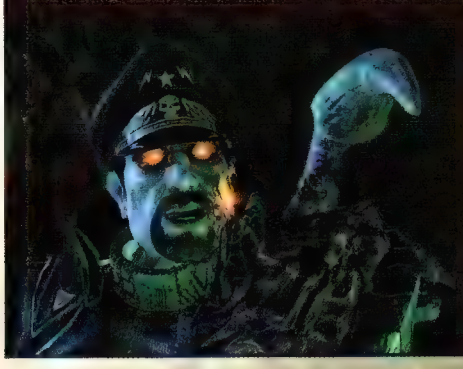
Izsha reports that the last two Hybrid signatures are close together, a very deadly pair **(12)**. So this mission's finale is a battle against two Hybrid Dominators at once. You need a very strong strike team for this. Just as importantly, you want to avoid wandering into the massive Dominion base **(14)** just to the left of the two Hybrids. If you're careful to engage *only* the Hybrids, the Dominion forces will stay put in their base.





Trust us, fighting the Hybrids alone is challenging enough. Send one Brutalisk and a couple of Aberrations simultaneously at each Hybrid to absorb damage, and then concentrate the fire of all other units (including Kerrigan and her Kinetic Blasts) at one Hybrid at a time. Hit your Mend button whenever it is available. Hang in there! When both Hybrids have fallen, the mission is won.

INTERLUDE: THE *LEVIATHAN*



Stukov and Kerrigan decide that Narud's plan is to bring Amon back. Stukov wonders if he has enough energy for such an undertaking. Izsha reports that sensors indicate great numbers of Protoss in the station too: Tal'darim who worship Amon. Finally, enter the Evolution Chamber and complete the Mutalisk Evolution mission to gain an upgraded strain of your flyers.

NEW EVOLUTION MISSION AVAILABLE!

Completing "Hand of Darkness" unlocks a mini-mission that lets you add special abilities to your Mutalisk units. Click on the Evolution Chamber button then select EVOLUTION MISSION to bring up the "Mutalisk Evolution" selection screen.

See "Mutalisk Evolution" in The Evolution Missions section later in this guide for a complete walkthrough.

PHANTOMS OF THE VOID

MISSION OVERVIEW

This mission brings your final confrontation with Amon's shape-shifting servant, Narud. Early in the mission, Kerrigan locks into a duel with Narud, so you control Stukov instead. Stukov's goal is to deactivate a series of Temples that channel and augment Narud's power, thus giving Kerrigan a better chance to win the duel. But each Temple takes a full minute to power down, so your support team must protect Stukov from vicious Protoss and Hybrid counterattacks as he completes his work.

PREREQUISITES

Complete "Hand of Darkness."

OBJECTIVES

MAIN

- Destroy the Protoss base.
- Deactivate the 5 Temples.
- Kerrigan must survive.

BONUS

- Destroy 3 xel'naga Crystals (+1 Kerrigan level each)

REWARDS

Main Objectives: +4 Kerrigan levels

Bonus Objectives: +3 Kerrigan levels

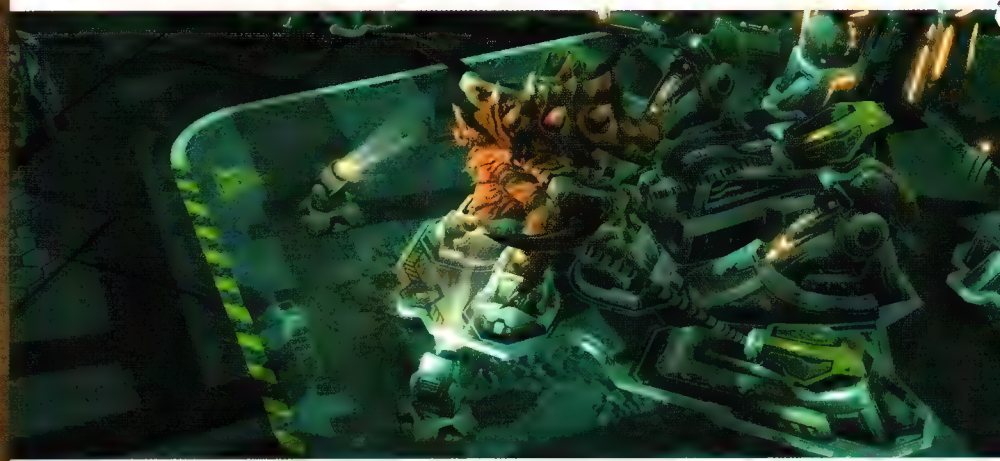
ACHIEVEMENTS

ACHIEVEMENT	PTS	REQUIREMENTS
Phantoms of the Void	13	Complete the "Phantoms of the Void" mission in the Heart of the Swarm Campaign.
The Phantom Menace	13	Kill 2 Hybrid within 20 seconds of each other in "Phantoms of the Void" on Normal difficulty.
Stukov Is Back	13	Stukov dies in the "Phantoms of the Void"

LOCATION: SKYGEIRR STATION

STUKOV'S BRIEFING

Narud is an ancient creature of vast power. He waits for you in the bowels of this place. One of you will die. Make sure it's that son of a bitch.



MISSION

As Kerrigan, Stukov, and troops breach the sanctum, Kerrigan discovers that Narud's guards are Protoss Tal'darim. Thanks to Abathur, a deceased Ultralisk lab specimen becomes a reconstituted member of the Swarm.

NEW UNIT

ULTRALISK

Heavy assault unit. Cleaves ground targets with an area-damage attack.

LEGEND

PRIMARY

1. Start
2. Primary hive cluster
3. Kerrigan
4. Temple
5. Resource site
7. Temple
8. Protoss force
9. Temple
11. Temple
13. Temple
14-15. Large Protoss bases

SECONDARY

6. Bonus: xel'naga crystal
10. Bonus: xel'naga crystal
12. Bonus: xel'naga crystal

DESTROY THE PROTOSS BASE.

From the start **(1)**, fight your way outside past the Zealots, an easy task with Ultralisks as your vanguard. Wipe out the Protoss units and the Photon Cannons guarding the base **(2)**. This triggers a scene: as Kerrigan wonders why Narud built his lab atop a xel'naga Temple, the shape-shifter suddenly appears and launches an attack, which Kerrigan manages to counter…barely. Stukov notes that the Temples are amplifying Narud's power, and sets out to destroy them.

DEACTIVATE THE TEMPLES.

Now your task is to move around the perimeter of the area, deactivating the Protoss Temples to sap Narud's power as he drives a null zone towards Kerrigan **(3)** that will erase her from existence on contact. She fights back, but the Protoss towers amplify Narud's power.

DEVELOP YOUR HIVE CLUSTER.

Kerrigan is struggling, but you have enough time to set up your hive cluster and get defenses in place. Note that you have a new structure, the Ultralisk Cavern, so you can morph more Ultralisks. Ultralisks are heavy siege units that can take a lot of punishment while cleaving through enemies with their massive Kaiser Blades. The beast's Frenzied ability makes it immune to snare, stun, or mind control effects.

Stukov starts with two Ultralisks but you eventually want 4-5 of them in his anti-Temple strike group. You also want a significant group of Hydralisks because you'll run into numerous Protoss flyers out in the field. Because of this, you will want to get a Drone to mutate a Hydralisk Den fairly early in the mission.

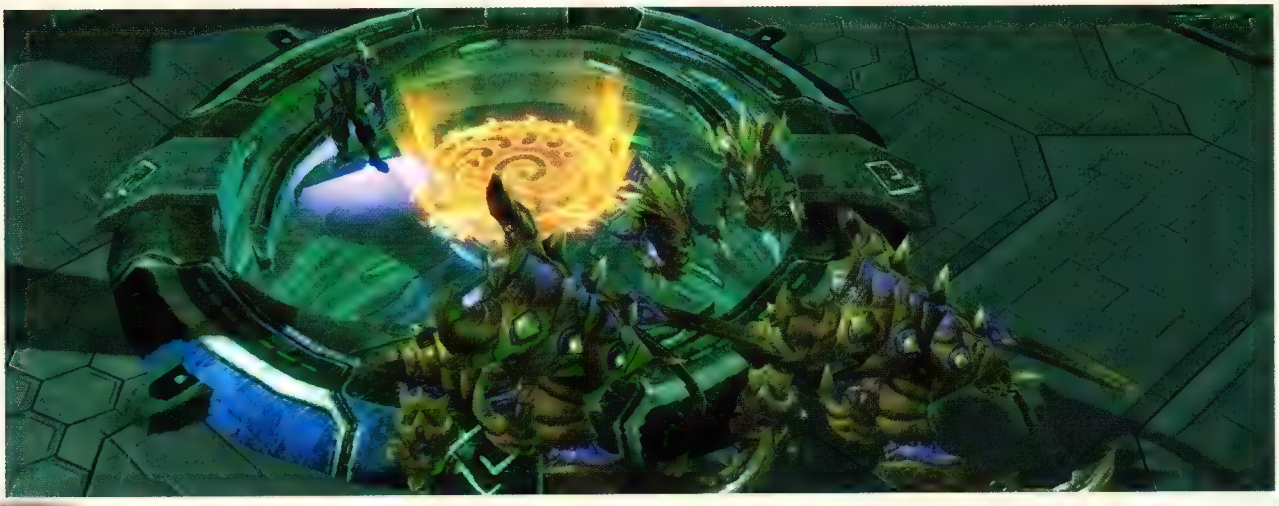
Narud will send Protoss squads to raid your base from time to time, so get Spine Crawlers rooted at each of the two entrances as soon as you can. Mutate an Evolution Chamber for Spore Crawlers so you can get some anti-air defense in the entrances as well.

ULTRALISK CAVERN

The extremely hostile environment within the Ultralisk Cavern is what gives the mighty Ultralisks their extraordinary toughness. They are forged in the most hostile birthing environment imaginable, moved to these warrens upon metamorphosis to heighten their aggression.

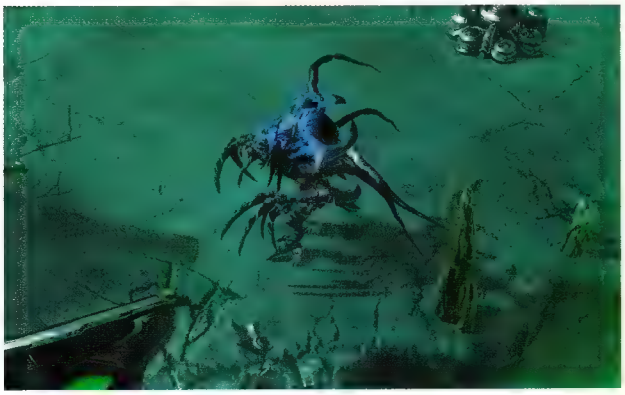
DEACTIVATE THE FIRST TEMPLE.

The nearest Temple **(4)** is highlighted on the minimap. Send Stukov with your initial combat units to the platform and take out the Protoss guards and Photon Cannons. Then walk Stukov onto the orange destination marker to start the 60-second deactivation process.



Narud sends troops to dislodge Stukov during this time, so keep your Ultralisks and other troops near Stukov on the platform. Stukov can still fire his deadly Corrosive Blast ability while deactivating the Temple, so try to draw enemies inside his attack's range radius.

Watch out for a monstrous Hybrid with its powerful melee strikes. You can see it marked as a red pulsing blip on your minimap as it approaches. Keep your Ultralisks between the Hybrid and Stukov! Use Stukov's Corrosive Blasts to eat through its armor when you can. When the timer bar hits zero and the first Temple finally powers down, Kerrigan says she can feel Narud's strength slipping. (You can see her gain in the onscreen red/green energy bar.) This slip is only temporary, though. You must destroy the other Temples as well.

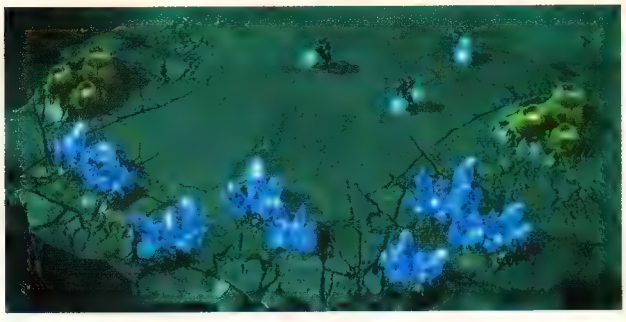


Using Stukov

Stukov is the only one who can deactivate the xel'naga Temples. If he is killed in battle, he will revive at your Hatchery. Stukov can use his Corrosive Blast even when he's immobilized as he powers down a Temple.

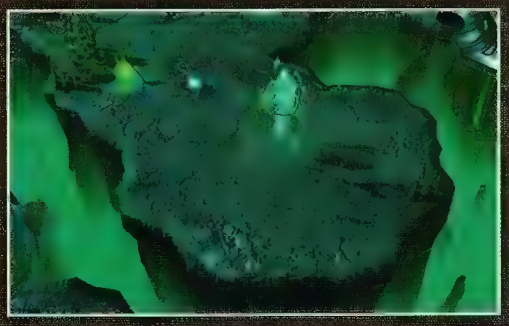
START UP A SECONDARY BASE.

You have a few moments now to work on your hive area and/or send Stukov's group south to clear out a resource area for a secondary hive cluster **(5)**. Get a Hatchery mutated and start mining minerals and gas. This field is close enough to your main hive cluster that you can rely on that base's defense troops to rush down in an emergency; just put up a couple of defensive structures (Spine Crawler and Spore Crawler).



BONUS: DESTROY THE FIRST XEL'NAGA CRYSTAL.

Soon Izsha reports that she senses xel'naga Crystals in the area; Narud is using them to store raw psionic energy. Stukov agrees that it would be good to destroy them. The nearest one is just to the east **(6)** of the resource site. Send Stukov's group to batter the guards and smash the crystal. Be aware that when you first attack the crystal, more Protoss guards Warp In to protect it. In this case, it's just a few Zealots.

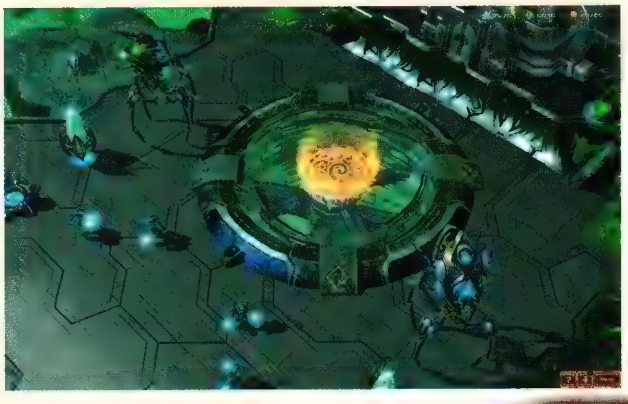


DESTROY THE SECOND TEMPLE.

Reinforce Stukov's group and march east to the next Temple platform **(7)**. You should have at least 3-4 Ultralisks and 4-5 Hydralisks by now. When Stukov reaches the orange destination marker and the 60-second timer starts its countdown, be ready for a Protoss counterattack (including a flying Scout) plus another big Hybrid. Again, lure the attackers close enough so that Stukov can use his Corrosive Blast on them.

DESTROY THE THIRD TEMPLE.

Reinforce Stukov again and fight north through the Tal'darim Protoss force **(8)** to reach the next Temple **(9)** guarded by Colossus walkers. (Avoid wandering into the huge Protoss base **(14)** to the southeast!) After Stukov reaches the destination marker and starts deactivating the Temple, watch for Protoss attackers plus *two* Hybrid this time.



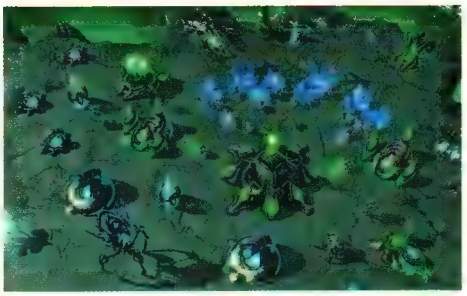
BONUS: DESTROY THE SECOND XEL'NAGA CRYSTAL.

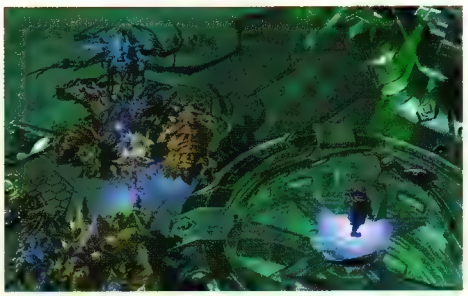
You need a stout pack of Hydralisks again for this next step. Fight through the Protoss Tal'darim guards to the next xel'naga Crystal **(10)**. When you reach it, a fleet of powerful Void Ray surgical-strike craft suddenly warps into the battle! Target them with the Hydralisks and Stukov's Corrosive Blast. Then destroy the crystal.

GAS PICKUPS

Don't miss the Vespene Gas pickups scattered around the map.

DESTROY THE FOURTH TEMPLE.

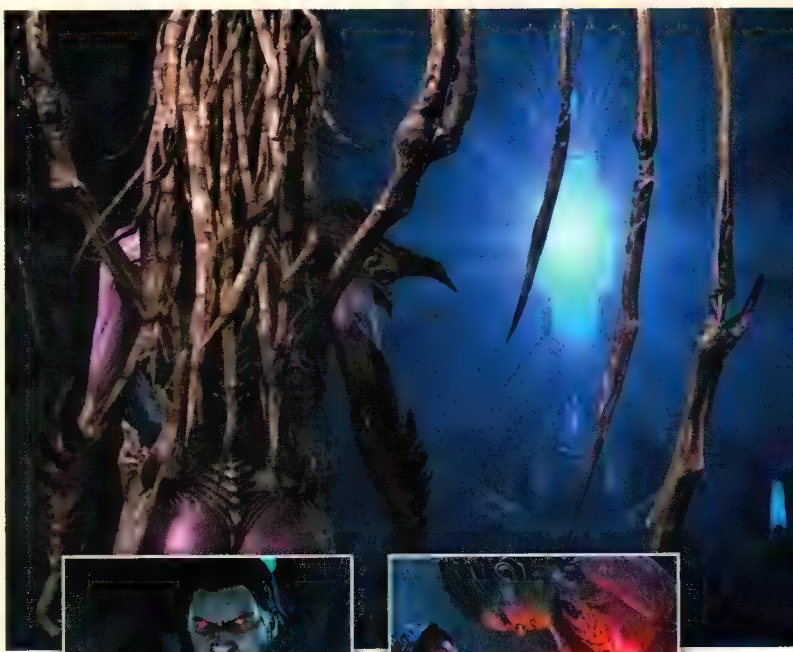




Don't accidentally stray north into the other massive Tal'darim Protoss base **(15)**. Instead, veer south to find another Temple **(11)**. Once Stukov takes up his position on the marker, Narud sends powerful units to dislodge him, including Archons and a Void Ray. Then two more Hybrid arrive, one from each direction! Make sure you get Ultralisks between the Hybrid and your other troops.

BONUS: DESTROY THE THIRD XEL'NAGA CRYSTAL.

You'll need a few moments to heal and reinforce Stukov's strike group after the Temple battle. When you're ready, send them due west to destroy the last xel'naga Crystal **(12)**. After you eliminate the initial guards and start hitting the crystal itself, be ready for a counterattack as Stalkers and Zealots warp right into the battle.



DESTROY THE FIFTH TEMPLE.

Now you can target the last Temple **(13)**. This one features a pair of Archon guards determined to keep Stukov from reaching the destination marker. Not only that, but once Stukov steps onto the marker, a big Protoss attack wave hits. Hit [F2] and bring everything you have with Stukov, including a corps of Ultralisks. Zealots, Colossi, and Scouts lead the counterattack, and then three Hybrid follow up in a brutal assault.

WATCH "SHIFTING PERSPECTIVES."

When Stukov deactivates the last Temple, Kerrigan forces Narud to retreat. Watch the stunning cinematic "Shifting Perspectives".

INTERLUDE: THE *LEVIATHAN*

After the encounter with Narud, Kerrigan recovers in a primal pool aboard the great flying organism. Later in the nerve center, click on the new conversations available. Izsha fears that since the Swarm was once Amon's tool, he will seek to use it again. Kerrigan invites Stukov—half man, half Zerg—to remain with the Swarm. His response: "If nothing else, it will be interesting." Then enter the Evolution Chamber to choose a mutation for your new creature.

MORPH ULTRALISK

Click on the Ultralisk in the Pit to view your three mutation choices. As Abathur explains, your choice is not permanent. You can return to the Evolution Chamber between missions and switch to a different mutation if you want.

BURROW CHARGE

Ultralisk burrows and charges toward a unit.

When the Ultralisk unburrows, all enemy units nearby are knocked back and stunned for 2 seconds.

Cooldown: 10 seconds

TISSUE ASSIMILATION

Gain life equal to 40% of all damage dealt from normal attacks.

MONARCH BLADES

Gains +20 splash damage, an increase of 400%, causing attacks to deal 25 damage to both primary and secondary targets.

NEW MISSIONS!

If you've already completed the Dominion Space missions (and you have if you're following this walkthrough), then completing "Phantoms of the Void" unlocks the Campaign's final set of missions. Travel to the planet Korhal for "Planetfall."

PLANETFALL

MISSION OVERVIEW

Korhal's orbital defense features a network of powerful Drakken Cannons that decimate most of your incoming forces before they can reach the ground. Your task is to defend the Bile Launchers as they slowly mutate into weaponized form and blast all of the Drakken Cannons. If Dominion ground forces destroy just three Bile Launchers, you fail the mission.

PREREQUISITES

Complete all Skygeirr Station and Dominion Space missions.

OBJECTIVES

MAIN

- **Defend the Bile Launchers.**
- **Don't lose 3 Bile Launchers.**
- **Destroy the 2 Dominion bases.**

BONUS

- **Destroy 3 Augustgrad Gates.**

REWARDS

Main Objectives: Ultralisk Evolution Mission

ACHIEVEMENTS

ACHIEVEMENT		PTS	REQUIREMENTS
	Planetfall	10	Complete the "Planetfall" mission in the Heart of the Swarm Campaign.
	Fully Operational	10	Don't lose a Bile Launcher in the "Planetfall" mission.
	Death Start	10	Destroy 3 Augustgrad gates before the 5th Bile Launcher lands in the "Planetfall" mission on Normal difficulty.

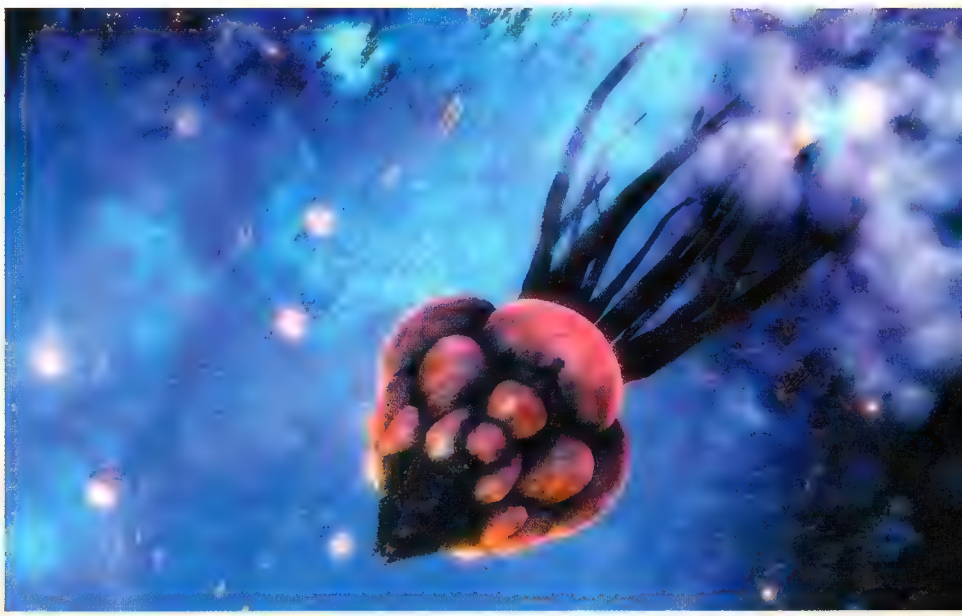
LOCATION: KORHAL

IZSHA'S BRIEFING

The Swarm is engaged with Korhal's orbital defenses. We are ready to begin the surface invasion.

MISSION

Countless Zerg drop-pods carrying Swarm units plummet from space. Unfortunately, Korhal's orbital defense guns are extremely accurate and Dominion ground forces have secured the landing areas. The few pods that break through the anti-air barrage are quickly destroyed. As the mission opens, Kerrigan arrives to take personal charge of the landing effort. She automatically secures a base **(1)** and orders several Drones to morph into structures.



Beware Mengsk's Elite Guard

Several Dominion troops in this area are enhanced versions of standard Terran units and have special squad names: Bulwark Company, Night Wolf, Sky Fury, Sons of Korhal. These imperial elites feature better armor and stronger attacks.

LEGEND

PRIMARY

= Drakken orbital defense gun

1. Start

2-3. Hive entrances

4. 1st Bile Launcher site

5. 2nd Bile Launcher site

7. Dominion resource base

8. 3rd Bile Launcher site

9. 4th Bile Launcher site (Dominion resource base)

12. 5th Bile Launcher site

13. Dominion elite guard base (Sons of Korhal)

14-15. Dominion bases (targeted)

16. Dominion base (avoid)

17. Dominion Battlecruiser group (avoid)

SECONDARY

6. Bonus: Destroy Augustgrad Gate

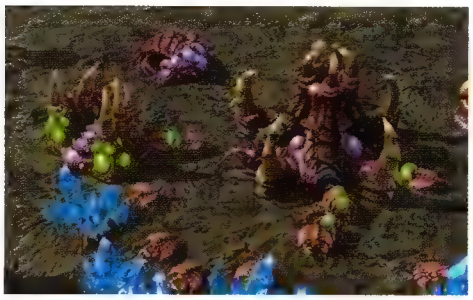
10. Bonus: Destroy Augustgrad Gate

11. Bonus: Destroy Augustgrad Gate

DEFEND THE BILE LAUNCHERS.

BUILD UP YOUR BASE.

Morph as many Drones as you can afford in the opening minute and put them to work. Mutate an Extractor atop the undeveloped Vespene Geyser patch right away; you need plenty of gas reserves in this mission. Birth a Swarm Queen for healing and anti-air purposes. Then start fortifying the two ramps **(2, 3)** leading up to the Hive by adding a Spine and Spore Crawler to each. (Note that you must spread creep out to the western ramp **(3)** before you can wall it off with defense structures.)

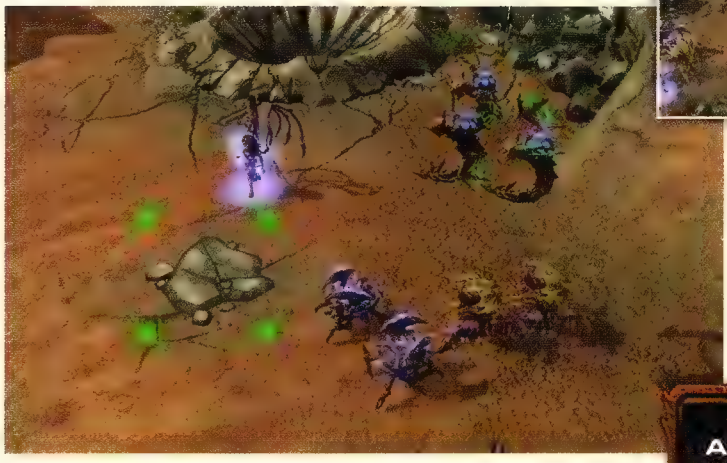


While moving to secure the first Bile Launcher landing site (see the next step), start adding Hive structures for new units so your security teams are well balanced. Start with a Hydralisk Den. Then add a Spire and a Roach Warren when you can afford them. Plenty of Hydralisks and Mutalisks are needed to battle Mengsk's air units that include Vikings and Banshees, as well as Medivacs ferrying troops.

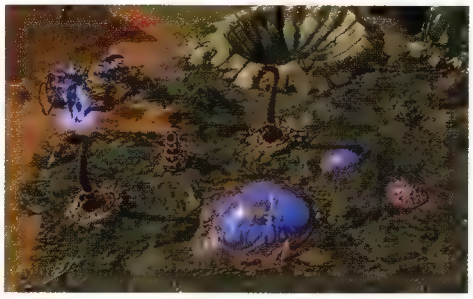
SECURE THE FIRST BILE LAUNCHER SITE.

Shortly after mission launch, Izsha announces that a drop-pod carrying a Bile Launcher has dodged the fire of Korhal's orbital guns. Fortunately, its pending landing spot **(4)** is just slightly west of your base—Izsha marks the spot on your minimap—so it's easy to reach and defend.

Group Kerrigan with the initial Zerg combat units and add a Swarm Queen. Then rush down to the marked location. Mensk appears onscreen to bluster and threaten Kerrigan; he sends a Marine squad past the landing location to hit your base. Be ready to eliminate that incursion.



When the Bile Launcher finally lands, it arrives with other drop-pods carrying a pair of uprooted Spine Crawlers, a Creep Tumor, and a few troops to help defend the site. The tumor spreads creep around the Bile Launcher as it starts mutating, so you can root the crawlers immediately. An onscreen bar labeled "Deploying" appears above the launcher embryo and starts filling up from 0 to 100 percent.

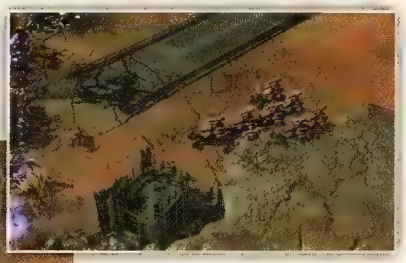


Each percent of the deployment takes about 1 second of time, so you must defend the launcher for about 100 seconds. After fighting off the first wave of attackers, move any Crawlers guarding the Hive entry ramp at **(3)** down to root next to the Bile Launcher as well. Mengsk will send more attackers to the site, so make sure it's well defended! You want at least two of each kind of crawler, Spine and Spore, for solid ground and air defense around the Bile Launcher.

Once the first Bile Launcher finally comes online, it automatically starts heaving destructive globs of bile at the nearest Drakken Air Defense Cannon to the northwest. It takes about 20 Bile Bombs to destroy each cannon.

SECURE THE SECOND BILE LAUNCHER SITE.

As you defend the first Bile Launcher, another timer appears at the top of the screen. This one is labeled "Next Landing" and counts down from 2:00, the time until the next Bile Launcher drop-pod arrives. Check your map to see the next marked landing location **(5)**. As soon as Kerrigan's group fends off the Dominion attack wave at the first Bile Launcher and you have defensive structures in place around it, rush your troops east to secure the second landing location.



When the "Next Landing In" timer reaches zero, a second flight of drop-pods hits. This includes the Bile Launcher embryo, two more Spine Crawlers, several Hydralisks, and another Creep Tumor that spreads creep so you can root the new crawlers in a defensive perimeter around the mutating embryo. Be ready to fight off a squadron of enemy Hellions that rushes down from the northeast. After fighting off this threat, bring in Drones to mutate a pair of Spore Crawlers near the launcher as it starts flinging Bile Bombs at the Drakken Cannon in the southeast corner of the map.

Avoid the Eastern Base

A powerful contingent of Dominion troops including a Thor, a Siege Tank, and some elite guard units are posted in the map's southeast corner **(13)** next to the Drakken cannon. Don't stir this hornet's nest! Just stay away.

BONUS: DESTROY THE AUGUSTGRAD GATES.

Early in the battle, Broodmother Zagara points out three massive gates **(6, 10, 11)** that lead into Augustgrad, the Dominion capital city. If you can destroy these gates, Zagara will send her brood flooding into the city. After you secure the Bile Launcher landing site at **(5)**, you can heal and beef up Kerrigan's group. Then send them to destroy the easternmost gate **(6)**.

Destroy the gate at **(6)** with your troops, note that it's somewhat lightly defended. However, watch out for a squadron of Vikings that drops down from a fortified Dominion base just to the west **(7)**. And don't wander up the ramp into that big base just yet!

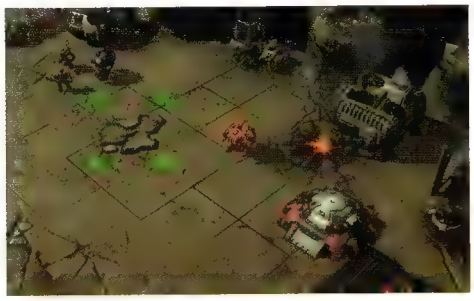
KEEP MORPHING TROOPS.

A bigger assault team is needed at each successive Bile Launcher site, so keep pumping out units at your primary Hive. Reinforce Kerrigan's Group 1 and rally a second strike team down by the Bile Launcher to the west **(4)**; be sure to hotkey this new group separately. When you've gathered a decent sized force, send this Group 2 northwest to knock out the Dominion troops and Bunker blocking the passage.

DEFEND THE BILE LAUNCHERS.

SECURE THE THIRD BILE LAUNCHER SITE.

Izsha soon announces that the third Bile Launcher has penetrated the air defenses and its landing marker appears on the map **(8)**. The onscreen timer starts counting down from 2:45. Avoid the big Dominion resource base **(7)** up on the raised platform—you probably don't have a big enough force yet to clear it out—and focus on getting to the Bile Launcher landing site **(8)** for now.

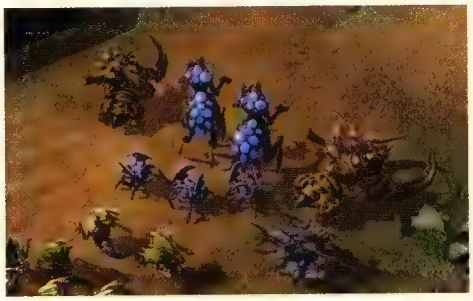


The third site sits in a fenced enclosure surrounded by Dominion troops that include a pair of garrisoned Bunkers, some Firebats and Marines, and a Marauder. Send Kerrigan and crew to clear out the enclosure. Then take a position on the west side of the landing marker.

Shortly after the third timer hits zero and the drop-pods (including the Bile Launcher, another Creep Tumor, a Drone, and a pair of Ultralisks) hit the ground, be ready for a heavy mech assault that rolls toward the enclosure from the west. Several Goliaths and Siege Tanks comprise this force. Counter them with your two new Ultralisks out front. Once this attack is repulsed, bring up a handful of Drones and mutate defensive structures around the third Bile Launcher.

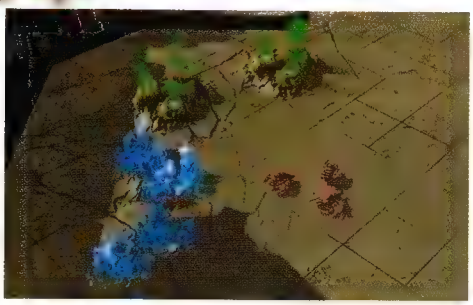
FIGHT OFF THE SONS OF KORHAL!

Soon Mengsk mobilizes a squad of elite guard units and marches them down the canyon from the north toward the Bile Launcher site **(8)**. These include some souped-up Goliaths called the Bulwark Company, and elite Marines known as the Sons of Korhal. Be ready with your Ultralisks out front, and have your Mutalisks and Hydralisks target the enemy Medivacs that are flying support.



SECURE THE FOURTH BILE LAUNCHER SITE.

Shortly after the third Bile Launcher starts mutating, Izsha reports that the fourth Bile Launcher's landing site is in the heart of a Dominion resource base **(9)**. A stout force is needed to crack open this nut. The "Next Landing In" timer starts at 4:00, so you can spend a couple of precious minutes morphing more troops at your Hive to beef up for the assault. Once you've built a sizeable force with Aberrations and your Ultralisks in the lead plus Mutalisks hovering above, bludgeon your way into the enemy base.



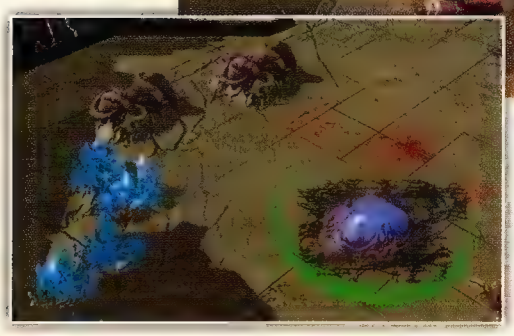
Aberrations are strong against the Marauders and Firebats that populate the base, and Mutalisks match up well with the Viking squad stationed there. Use Kerrigan's powerful special attacks for one-hit kills. When the enemy troops are eliminated, use Kerrigan's Mend to heal your units as they start demolishing the base structures. Once you've cleared out all Dominion presence, the site is ready to be developed. Bring up at least three Drones into the base for the next step.

TANK CORPS

Ultralisks are incredibly resilient. Keep them on the front line to protect your forces.

FIGHT OFF THE THORS AND VIKINGS.

Be ready! When the "Next Landing" timer finally approaches zero, a squadron of powerful enemy Thors marches up the ramp to the base! Keep your Mutalisks out of this fray, as Thors are particularly effective against them. Get your tank units (Ultralisks and Aberrations) up front with your ranged units slinging death from the back. After the drop-pods deliver the Bile Launcher, Creep Tumor, and some more Mutalisks, prepare to defend the site from a Viking squadron flying down from the north.

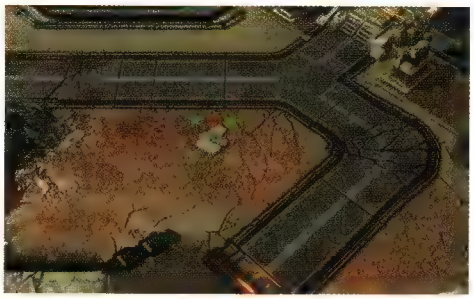


OPTIONAL: START A SECONDARY HIVE.

Bring a handful of Drones to the newly conquered resource site **(9)**. Mutate a Hatchery next to the Mineral Fields and, at the same time, mutate Extractors atop both of the Vespene Geysers. After waiting for the Bile Launcher drop-pod to arrive and then defending the site from Dominion incursions, produce a Drone force from the finished Hatchery and start a robust mining operation.

Once the base area is secured, start rooting Spine and Spore Crawlers around the Bile Launcher and morph defense troops from the new Hatchery too. Protect this launcher well! It will target the northwest Drakken Cannons and Augustgrad Gates. Keep your combined strike force in this base until you're ready to make a move on the final Bile Launcher site.

SECURE THE FIFTH BILE LAUNCHER SITE.



Before long Izsha marks the fifth and final Bile Launcher landing site **(12)** near a crossroads tucked between two large Dominion bases **(7, 16)**. Keep your strike team from wandering up into the enemy bases and focus on rallying at the landing marker. En route you're likely to encounter heavy armored units and an elite guard squadron of Banshees (see the next step).

UPGRADE!

Plenty of troops are needed to secure the Bile Launcher sites. But if you have a plentiful buildup of resources in the later phases of the mission, consider buying the upgrades available in your Evolution Chamber.

REPEL THE NIGHT WOLVES!

As the timer for the arrival of the fifth Bile Launcher counts down to about a minute, Mengsk calls forth his elite guard unit of Banshees. These Night Wolves have upgraded Ship Plating and enhanced Backlash Rocket attacks. The Banshees are accompanied by special Sky Fury Vikings with modified Lanzer Torpedoes and boosted durability. Rush your Mutalisks and Hydralisks forward to protect the ground troops that have no anti-air capability. Pop a few enemy flyers with Kerrigan's Kinetic Blast as well.

REPEL THE BATTLECRUISER!

Eventually, Mengsk pulls out all stops and sends in a mighty Battlecruiser with an escort of Vikings. Fly all remaining Mutalisks northeast from **(12)** to meet the warship after it crosses the moat that runs under the bridge. You can destroy the Battlecruiser outright or at least weaken it enough so that Kerrigan, your Hydralisks, and Swarm Queens can knock it down easily when it reaches the Bile Launcher site **(12)**.

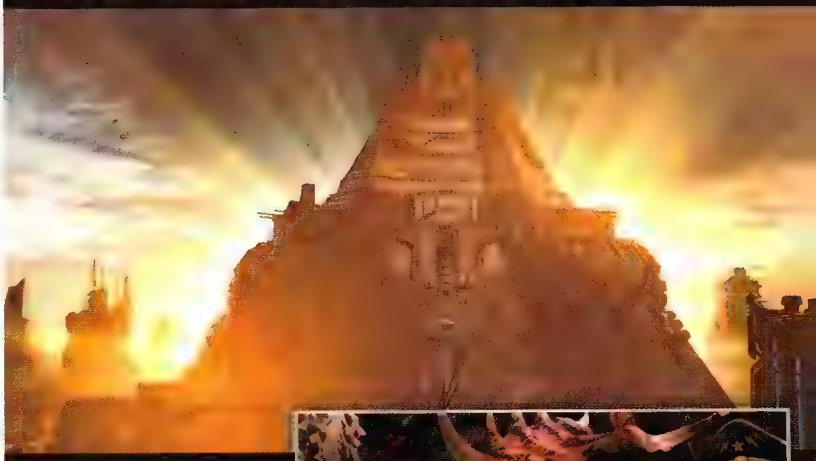
REPEL THE LAST WAVE.

Finally, Mengsk rushes a platoon of Hellions plus a lumbering Thor across the bridge from his bases to the northeast. Once this crew is repulsed and the fifth Bile Launcher arises to open fire, it isn't long until the last Drakken cannons in the northeast are decimated. This triggers a new and final objective.

DESTROY THE TWO DOMINION BASES.

Kerrigan wants to drive the Terrans into their city. Ignore the other bases around the map and push across the bridge to hit the two highlighted on your minimap **(14, 15)**. With the orbital defense cannons destroyed, you can press [F2] to select all Zerg combat units, pulling forward all of your fighters from the Bile Launcher sites (if you left any). Use this full force to smash across the bridge and into the enemy bases. Once you wipe out every Dominion troop and structure in the northeast corner, the mission is successfully completed.

INTERLUDE: THE *LEVIATHAN*



Victory triggers a quick scene: Kerrigan explains to Zagara what course of action to take if the Queen should fall. Then talk to everyone—Stukov, Izsha, Zagara, and Dehaka—and examine Mengsk's Palace in the distance. Finally, head down to the Evolution Chamber and embark on the final Evolution Mission to select a new strain for your Ultralisk minions.

ACTIVATE APOCALYPSE

If you've earned enough Kerrigan levels to access the Queen's top tier of abilities (by completing bonus objectives in earlier missions), we suggest you activate her Apocalypse ability for this next mission, "Death from Above."

Apocalypse deals 300 damage to all enemy units and 700 damage to all enemy structures in a large area. You can unleash this devastating attack on the succession of huge Dominion bases to make your conquest much easier.

NEW EVOLUTION MISSION AVAILABLE!

Completing "Interlude" unlocks a new mission that lets you add special abilities to your Ultralisk units. Click on the Evolution Chamber button then select EVOLUTION MISSION to bring up the "Ultralisk Evolution" selection screen.

See "Ultralisk Evolution" in the Evolution Missions section later in this guide for a complete walkthrough.

DEATH FROM ABOVE

MISSION OVERVIEW

Emperor Mengsk has deployed a deadly Psi Destroyer Field in front of his palace. Emitted from a central hub with its range extended by Power Links, the field is lethal to any Zerg units caught in it. Fortunately, your ally Dehaka and his Primal Zerg do not possess psionic connections, so you can guide them through the field to destroy each of the three Power Links. When a link goes down, the entire field is temporarily deactivated and Dehaka withdraws. During this timed interlude, you can unleash Kerrigan and the Swarm on the Dominion defenses arrayed between your Hive and the Psi Destroyer hub, but you must pull them back before the field is reactivated.

PREREQUISITES

Complete "Planetfall."

OBJECTIVES

MAIN

- Destroy the Power Links.
- Disable the Psi Destroyer.

BONUS

None.

REWARDS

None.

ACHIEVEMENTS

ACHIEVEMENT	PTS	REQUIREMENTS
Death from Above	10	Complete the "Death from Above" mission in the Heart of the Swarm Campaign.
Terran Up the Sky	10	Destroy 20 enemy structures before the 2nd Psi Destroyer field activation in the "Death from Above" mission.
Ape Fratricide	10	Don't let Dehaka die while destroying a Power Link in the "Death from Above" mission on Normal difficulty.

LOCATION: KORHAL

ZAGARA'S BRIEFING

Your broods are ready, my Queen. The invasion of Augustgrad begins at your command.

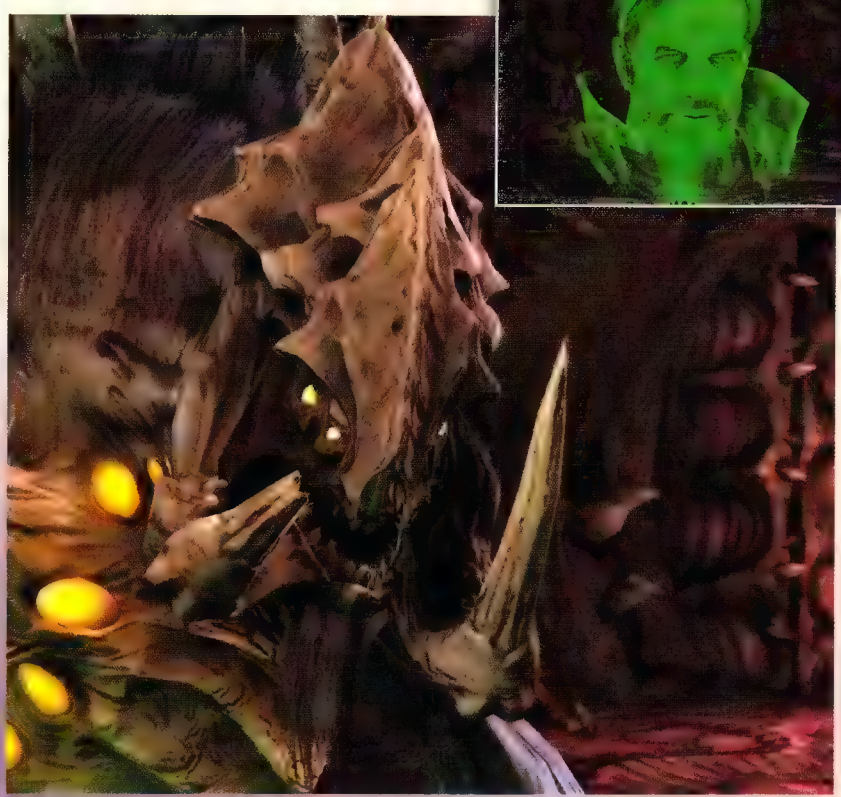
MISSION

In "Death From Above," you alternate between controlling Dehaka's Pack and Kerrigan's Swarm. In three separate sequences as Dehaka, you direct the Primal Zerg to destroy the Psi Destroyer's Power Links. Each time a link is destroyed, the psionic field is deactivated for a few minutes, and Dehaka exits. At this point, you switch to control Kerrigan.

As the Queen, you must build up your Hive economy and a strike force. Then try to punch through the bristling Terran defenses that guard the main hub. An onscreen timer appears during these sequences. Hurry! When the timer hits zero, the Psi Destroyer field reactivates and any Zerg caught outside your hive cluster (and later, your secondary Hive) are rapidly killed. Thus you should start pulling back all Swarm units to the Hive with about a minute left on the timer.

THE OPENING SCENE

After Kerrigan's confrontation with Mengsk's hologram, you learn that the Terrans control a Psi-Destroyer that emits a deadly field, lethal to all Zerg. As Stukov explains, "It corrupts our Hive Mind, ripping us apart from the inside." The Dominion is about to launch a diversionary assault to draw attention from the device—and Kerrigan wants the Zerg to appear to fall for the feint. Meanwhile, Dehaka, who does not share the Zerg psi-connection, can operate in the psionic field without being affected.



LEGEND

PRIMARY

1. 1st Dehaka Start
2. Siege Tank (raised platform)
3. 1st Power Link
4. Primary Hive defenses
5. Resource site for secondary Hive
6. 2nd Dehaka Start
7. Siege Tanks (use Drag)
8. Gas/mineral pickups
9. 2nd Power Link
10. Dominion base
11. 3rd Dehaka Start
12. Primal Pack reinforcements
13. 3rd Power Link
14. Dominion base
15. Entry to main hub
16. Psi Destroyer main hub

HOTKEYS

During this mission you control both Kerrigan and Dehaka. Use the [F3] and [F4] keys, or click on their icons in the upper-left corner of the screen, to switch between them.

DESTROY THE FIRST POWER LINK.

You start with control of Dehaka **(1)**. The first Power Link is nearby **(3)**. Dehaka can attack ground units with his brutal Claws and hit air units with his Corrosive Expulsion attack. He also starts the mission with two special abilities available: Dehaka can jump cliffs and also heal himself and nearby friendly units.

Start by making an Attack-Move at the Marines just up the corridor. After Dehaka eliminates the Marines, use his Mend ability to heal up. Then proceed up the northeast hall to find a Siege Tank perched on a raised platform **(2)**. Dehaka can jump up easily and tear the tank to pieces. If you take damage during this attack, use Mend again. Note that the ability has a 10-second cooldown time.

Continue up the hall to the Power Link **(3)**. Target each of the Dominion infantry units, one at a time, using Mend if Dehaka's Life bar gets low. Then rip apart the Power Link. As the Psi Destroyer Field retracts, Dehaka ducks into a nearby air vent, vowing to return with his pack to destroy the next Power Link. Kerrigan and a landing team drop from the Leviathan onto a nearby resource site to establish a hive cluster **(4)**.

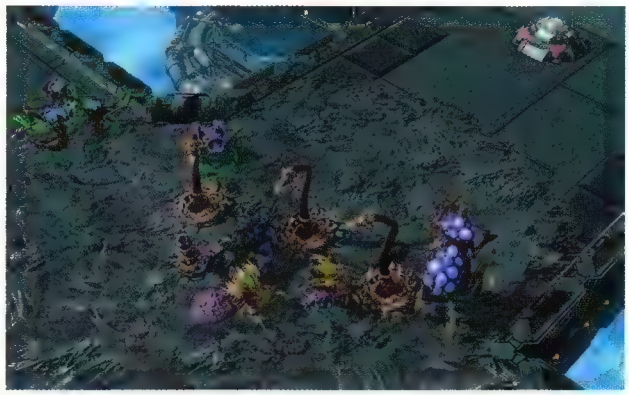
BUILD A STRONG BASE OF OPERATIONS.

DEVELOP YOUR PRIMARY HIVE CLUSTER.

Now you control Kerrigan and the Swarm. An onscreen timer starts counting down from 7:00, marking the time until the Dominion can reactivate the Psi Destroyer Field again. Kerrigan exhorts you to attack while the field is down, and you can certainly gather your initial troops and try an assault on the big Dominion base to the northeast **(10)**. But it would be very tough going at this early phase of your development.

Instead, we suggest you focus on base-building for a few minutes. Set up a strong defense and ramp up balanced troop production. Then make an expansionary thrust into the Dominion's resource site to the southeast.

First, get your economy humming efficiently with Extractors atop both untapped Vespene Geysers and a full complement of Drones working each resource site. Mutate a formidable row of defense structures (a line of 3-4 Spine Crawlers with 2 Spore Crawlers rooted just behind) on the creep **(4)** facing the ramp that leads to the Dominion base. For now, keep Kerrigan and the initial troops in the base, ready to fend off any enemy raids.



As your income grows, add troop-producing structures. Then start morphing a mixed strike force. Make sure you've got a few Aberrations to lead the way for anti-air units like Hydralisks and Swarm Queens, plus a small air squadron of Mutalisks. You may want to mutate a Baneling Nest so you can morph Zerglings into structure-busting Banelings as well.

ESTABLISH A SECONDARY HIVE.

Before the timer hits 3:00 minutes left, move your Kerrigan-led strike force to the southeast. (Be sure to leave a Swarm Queen plus a few troops in the base to support your defensive structures. We like Mutalisks for mobile defense because they can meet threats quickly and hit both ground and air targets.) Bring three Drones behind your invasion team. Attack the Dominion resource-mining site **(5)** and clear out the entire operation. Then use the Drones to mutate a Hatchery and put Extractors atop both Vespene Geysers.

Pull Back to the Hives in Time!

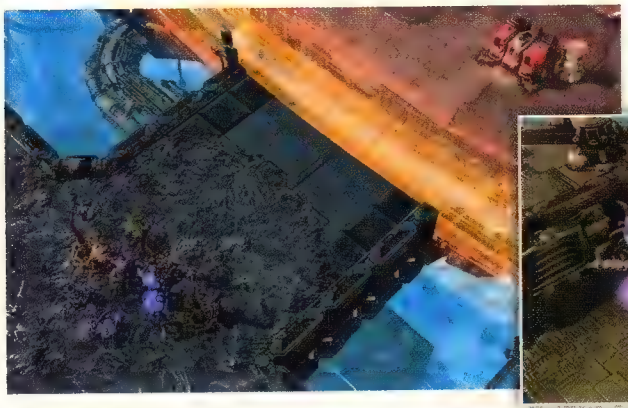
When the "Field Power Up In" timer gets under a minute, start pulling any troops you've deployed back to either one of your Hives **(4, 5)**. Both resource sites start safely outside the radius of the Psi Destroyer Field when it first powers back up.

It's good to have two working hive clusters in place *before* the first timer runs out. The reason: your Hives continue to collect resources and allow you to produce troops during the Dehaka sequences of the mission. The more Drones you have working, the more mineral and gas reserves you have for building up the powerful strike team that is eventually needed to fight to the main hub.

PULL FORCES BACK INTO THE HIVE.

At the 1:30 mark, Izsha reports an energy spike that indicates the Psi Destroyer will be reactivated soon. Be ready for a Dominion raiding force that hits your defensive line at **(4)** during the last minute.

When the timer hits zero, the Dominion restores power to its Psi Destroyer and the deadly field regenerates, spreading outward in a circle from the main hub. (You can see the field radius on your minimap.) The field will rapidly kill any Zerg within its radius. But if you've moved your forces to the resource sites **(4, 5)**, they're safe for now—the initial field radius will stop outside both sites.

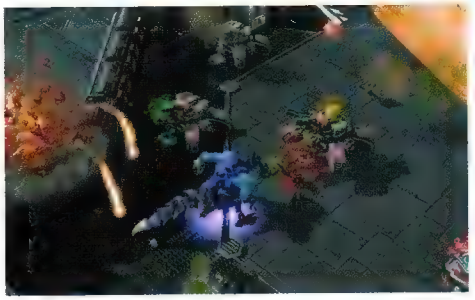


DESTROY THE SECOND POWER LINK.

However, the circular Psi Destroyer Field is growing and will eventually expand into your Hive sites if you don't destroy another Power Link. Dehaka returns to the fray **(6)** with a primal strain of Roaches on a side platform that leads to the second link **(9)**. Don't dally during these Dehaka segments! Hop down to grab the gas pickup on the nearby low platform. Then move east to reveal the first of several Siege Tanks **(7)** parked down below.

HOP TO THE PICKUPS

Remember that Dehaka can jump up and down cliffs. Use this ability to collect several gas/mineral pickups stashed on platforms along his route.



Here you get a new ability. Select Dehaka, click on "Drag" in the command card, and then click on the nearest Siege Tank. Dehaka drags the tank up to his position, stunning it temporarily. Now your primal squad can easily destroy the machine. Repeat this Drag process on each successive Siege Tank you encounter on the lower platform. Keep your Roaches out of range of the tank guns as you do this.

KEEP YOUR HIVE ACTIVE

Take quick peeks at your Hatchery queues while playing the Dehaka sequences. Make sure you keep morphing units and rallying them inside your hive clusters.

Continue along the passage, dragging any Siege Tank you encounter into Dehaka's grasp and using Mend whenever the ability is available. When you finally reach the Power Link **(9)**, turn left and hop along the platforms to reach mineral and gas pickups **(8)**. Then attack the Power Link to destroy it. Afterwards, Dehaka ducks into a nearby duct to prepare for another return later.

SMASH THE FIRST DOMINION BASE.

Now you control Kerrigan's Swarm again with a new timer counting down from 5:00. Make sure you've got a stout defensive screen set up northeast of your primary Hive **(4)**. Then assemble the rest of your strike team with Kerrigan in the secondary Hive **(5)**. (Set your Hatchery rally points in good defensive positions so that morphing troops provide immediate Hive protection before you march them off to join any strike team activity.)

When you have a strong group that includes Kerrigan, 2-3 Aberrations, and a good mix of Hydralisks, Roaches, and Mutalisks plus a handful of Banelings (if you mutated a Baneling Nest), roll north and west to slam into the big Dominion base **(10)**. Start by using Kerrigan's Apocalypse ability to nuke the center of the base. Then clear it out as quickly as possible, using your explosive Banelings to tear apart remaining structures. Keep your Mutalisks away from the Missile Turrets!

TURRET TIPS

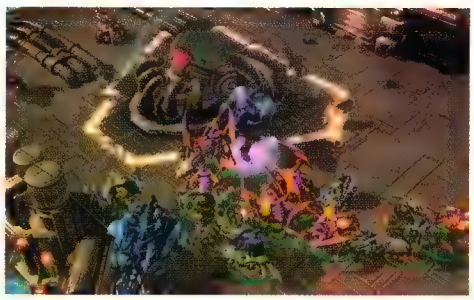
Numerous Missile Turrets enhanced with Hellstorm Missile Pods are deployed in the Dominion bases. These can tear your Mutalisks to shreds quickly. Put your flyer squadrons on a separate hotkey and keep them away from turrets until you can roll some explosive Banelings into the structures.

If you're able to fight past the base, then go for it. But chances are the timer will drop below the 1:00 mark before you can get much further. Once again, hustle Kerrigan and the remaining Zerg forces back to either one of your hive clusters **(4, 5)**. When the clock hits zero, the Psi Destroyer Field is reactivated again.

DESTROY THE THIRD POWER LINK.

Now Dehaka returns **(11)** to seek and destroy the final Power Link. He has a new ability called Generate Spawn that lets him create two mini-clones of himself. These Spawn last 30 seconds and deal 100 percent damage but have half the Life as Dehaka. Push forward and generate Spawn when you encounter the first troops.

Soon Izsha announces the arrival of Dehaka's Primal Pack **(12)**. Group your units and send them north up the passage on the right while Dehaka and his two Spawn creatures hop up onto the raised platform on the left. Keep your pack split in this way as you fight up the two-level corridor. Don't miss the gas pickups on the upper platform! Keep pushing to a reunion at the Power Link **(13)**, mending troops when you can and picking up the reinforcements that arrive. (If Dehaka falls, he simply respawns after recovering for 30 seconds.)



Once the third Power Link is destroyed, Izsha announces that the Psi Destroyer Field is now permanently offline. Time for the big push to the main hub!

DESTROY THE DOMINION'S MIDDLE BASE.

Dehaka and his Primal Zerg pack join forces with Kerrigan now, so you should have a large, ready force. A lot of Vikings prowl on the next tier of the platform **(14)** so make sure you've got a good mix of units to hit them whether in the air or on the ground. If you have Kerrigan's Apocalypse ability available, by all means deploy it right in the heart of the enemy base before you send in your troops. (Check out our "Massed Army Tactics" sidebar to consider different approaches to the combat.) Once you clear this middle platform, take plenty of time to regroup at the next threshold **(15)** and replenish your strike force.

Why? Because the Psi Destroyer's main hub **(16)** has a defense force that features an entire fleet of Battlecruisers, as well as a heavy mech force of Thors, Siege Tanks, Vikings, and a full assortment of other troops including cliff-jumping Reapers. An extremely strong and versatile assault team is needed to slash through this iron curtain around the hub. Keep pumping out troops back at your Hatcheries. You may need more than you think!

Massed Army Tactics

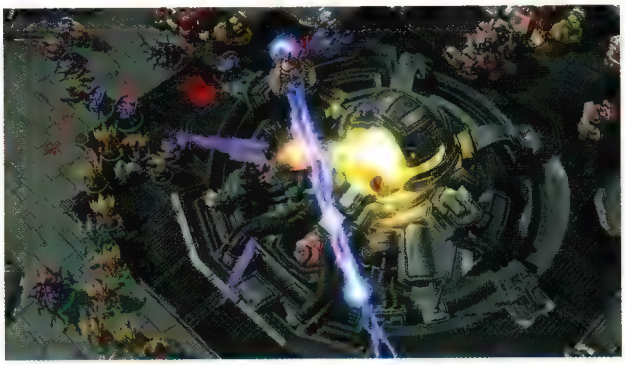
Here's a quick look at two standard ways to attack a large concentration of enemy forces as seen in the game's final missions.

The first is what we call the General Grant approach. Amass a force with superior numbers and firepower. Then simply throw its full weight at your foe, letting most individual units work out their own orders of battle. Here you focus on controlling key units only—in "Death from Above," for example, that would be Kerrigan and Dehaka, your "hero" characters. Direct the key units to target the enemy's big-threat units, such as Thors or Battlecruisers. Also, heal your forces if the hero's Mend ability is available. Overall, you lose a lot of units to poor matchups, but your overwhelming force and hero-centered targeting tactics carry the day.

The more elegant approach is to micromanage ("micro") your unit groupings to arrange more advantageous individual matchups against the enemy. Here you use hotkeys to create unit groupings with similar strengths and weaknesses. You typically move more slowly and systematically across the battlefield, reacting to engagements by screening units threatened by poor statistical matchups, putting them behind stronger units. This is a far more labor intensive and mind-bending way to fight, but it can be great fun, and you lose far fewer troops.

DESTROY THE PSI DESTROYER HUB.

Start your final push by activating Kerrigan's Apocalypse ability and nuking the hub platform. Then make your move. Use Kerrigan's Kinetic Blast to soften up bigger targets like Thors and Battlecruisers. When the Psi Destroyer Hub mechanism finally succumbs to the assault, you learn that Mengsk's forces are retreating into the Imperial sector for a last stand. Kerrigan's revenge is finally at hand.



INTERLUDE: THE *LEVIATHAN*

Talk to everybody in the Leviathan, and look at Mengsk's Palace too. Kerrigan's lieutenants, including Dehaka and Stukov, prepare to follow the Queen of Blades into what promises to be a bloody but glorious battle. The talk is not only of Arcturus Mengsk, but also Amon, the ultimate foe. Don't forget to chat with Abathur in the Evolution Chamber as well. Listen to his thoughts about Swarm evolution and the quality of Kerrigan's leadership.

APOCALYPSE NOW

If you have enough Kerrigan levels, activate Apocalypse in her highest tier of abilities.

THE RECKONING

MISSION OVERVIEW

This grand finale mission is a classic slugfest featuring a brutal slog across a heavily defended map. The defenses include elite units of Mengsk's palace guard, stronger and more lethal than their normal Terran counterparts. Early on, you pick up support from rebels establishing a base around the *Hyperion*. But heavy Dominion pressure puts Raynor's flagship at risk, and he may need your assistance. Your wild cards are bottled up down three side avenues—Zagara's brood, Dehaka's Primal Pack, and Stukov's infested Terran legions. If you can clear the way for them, you will unleash a steady stream of allies onto the battlefield.

PREREQUISITES

Complete "Death from Above."

OBJECTIVES

MAIN

- Destroy the Palace Gate.
- The *Hyperion* must survive.

BONUS

- Clear the 3 entrenched positions.

REWARDS

None.

ACHIEVEMENTS

ACHIEVEMENT	PTS	REQUIREMENTS
The Reckoning	10	Complete "The Reckoning" mission in the Heart of the Swarm Campaign.
Swarm Guardian	10	Prevent the Hyperion from taking damage in "The Reckoning" mission.
Zerg Pride	10	Complete "The Reckoning" mission in less than 25 minutes on Normal difficulty.

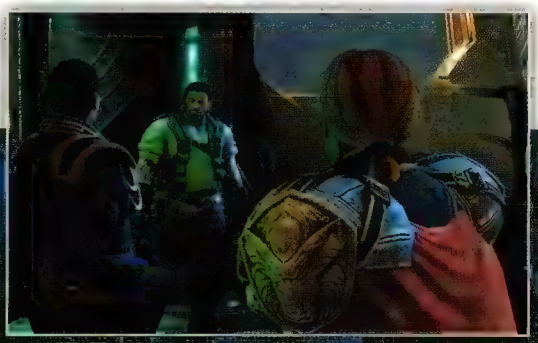
LOCATION: KORHAL

IZSHA'S BRIEFING

The Terran weapon has been shattered. Your Swarm is poised to move. Only the palace defenses remain.

MISSION

"The Reckoning" opens on the *Hyperion* bridge where Prince Valerian pleads with Kerrigan for more time to evacuate Korhal's civilian population. At first the Queen of Blades is reluctant to give Mengsk and his forces another advantage, but the appearance of a certain visitor on the bridge tweaks her conscience.



MENGSK'S ELITES

Open the Help Menu and select Terran Units to see what's guarding the palace. Many of Mengsk's defenders are modified versions of standard units, decked out with enhanced armor and damage capabilities. These elite guard units have special names: Aegis Guard Marauders, Death Head Reapers, Prometheus Company Firebats, Night Wolf Banshees, and so forth.

LEGEND

PRIMARY

1. Start
2. Build base defenses here
3. Resource site
4. Dominion support base
5. Raynor's base *(Hyperion)*
6. Dominion encampment (Battlecruiser)
9. Dominion forward base (resource site)
10. Bridge control
12. Palace access
13. Palace gate

SECONDARY

7. Bonus: Blockade of Zagara's Brood
8. Bonus: Blockade of Dehaka's Pack
11. Bonus: Blockade of Dehaka's Infested Vassal

DESTROY THE PALACE GATE.

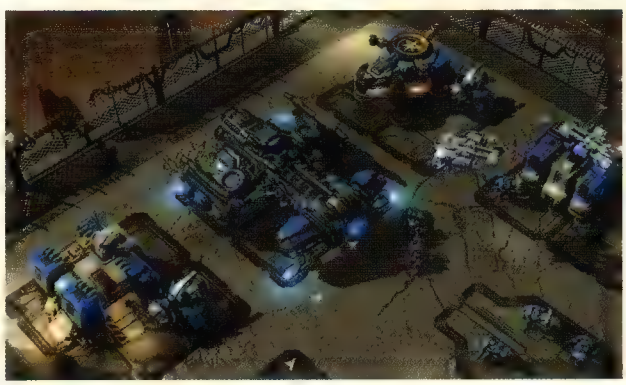
ESTABLISH YOUR HIVE CLUSTERS.

First, group Kerrigan with your initial troops and fend off Mengsk's small raid from the northwest. Then get to work. You know how to build a Hive by now. Use Spine Crawlers to seal off the northeast ramp **(2)** leading into the base, and add more defenses across the northwest approach where the raid just occurred.

DAY OF THE LOCUSTS

Remember that the Locusts spawned by Swarm Hosts are excellent base defenders. Mutate an Infestation Pit early and get a few Swarm Hosts rooted in each of your hive clusters.

No defensive structures are needed in the southeast entrance; instead, rally Kerrigan's group there and launch an assault on the nearby Dominion-run resource site **(3)**. Bring four Drones behind your strike team. Once you clear the area, deploy the Drones to start up your own resource operation. Further secure the area by wiping out the small Dominion support base **(4)** just across the road. Clear out the small platoon in the wooded park to the west, as well. This gives you solid control of the map's lower quadrant.



THE *HYPERION* MUST SURVIVE.

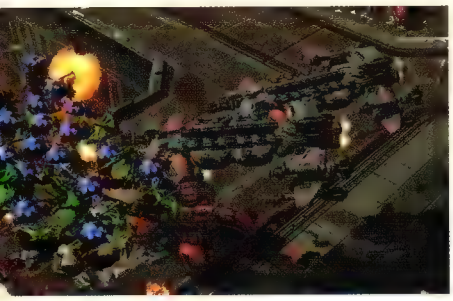
During this early period, Izsha reports a Terran Battlecruiser inbound on your location. Kerrigan senses something familiar about it. Sure enough, the ship is none other than the *Hyperion*. Watch the cutscene as Raynor's flagship scours the Dominion force out of the fence-lined security enclosure **(5)** north of your primary base. Raynor starts building his own base and sending squads out to attack Mengsk. Note that your Terran allies are marked in blue on your minimap.

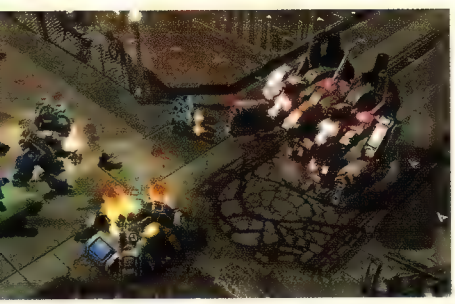
HELP DEFEND THE *HYPERION* FROM MENGSK'S ELITE SQUADRONS!

Not long after Raynor sets up his base, the emperor orders his Sky Fury Squadron—a large group of beefed-up Vikings—to fly down and hit the *Hyperion*. This attack fleet also includes some enhanced Banshee tactical-strike craft, called Night Wolves. Raynor asks for help, so send a squadron of speedy Mutalisks or strong anti-air Hydralisks. Consider setting your main Hatchery's rally point at the front edge of Raynor's base **(5)** and load up the production queue with more units.

However, don't overcompensate and drain your bases to help Raynor. Mengsk will also send elite flyers to attack your hive clusters as well. Keep a strong defensive presence at home! Make sure you have good anti-air units and Spore Crawlers in each base.

Keep sending units regularly up to Raynor's base. Later, Mengsk will order an attack by Alpha Squadron, another elite force led by a pair of "Pride of Augustgrad" Battlecruisers. The group also includes Sons of Korhal Marines and some specially fitted Siege Tanks called the Shock Division. This assault by land and air is quite formidable, but if you've kept pushing Mutalisks up to help, you can keep the *Hyperion* safe.





The elite attacks don't stop there, though. Later, Mengsk sends out the powerful Odin, a massive siege walker with Hellfire Missile launchers, a huge T800 Cannon, and special Barrage ability that inflicts massive damage to ground units and structures over an entire area. A big squad of modified Goliath-type heavy-fire support units called the Bulwark Company accompanies the Odin. This is a serious assault, so keep building your Mutalisk support unit in Raynor's base, flying up as many as you can afford.

CLEAR THE ENTRENCHED POSITIONS.

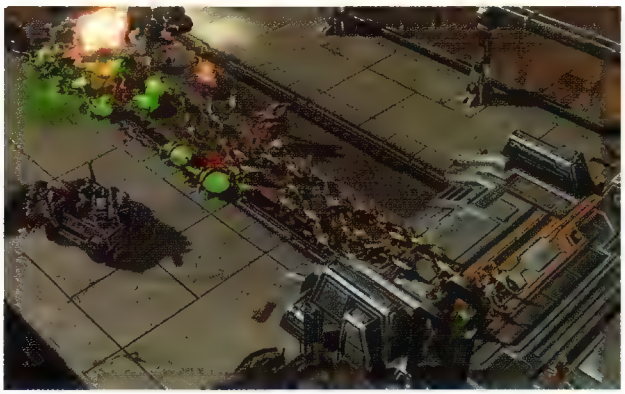
Soon Zagara reports that your Swarm allies are trying to break through Terran forces in three entrenched positions. If you can hit these Dominion positions and destroy them, your bottled-up allies can flow onto the battlefield and join the slaughter!

BONUS: CLEAR THE WAY FOR ZAGARA'S BROOD.

Add troops to Kerrigan's strike team, building it up in your secondary Hive **(3)**. Consider mutating one of your Hatcheries into a Lair so that you can add an Ultralisk Cavern to your infrastructure. When you've got a sizeable force, including a strong contingent of anti-air units and a handful of Banelings that can unleash their Volatile Burst at structures, send it up the road to the northeast.

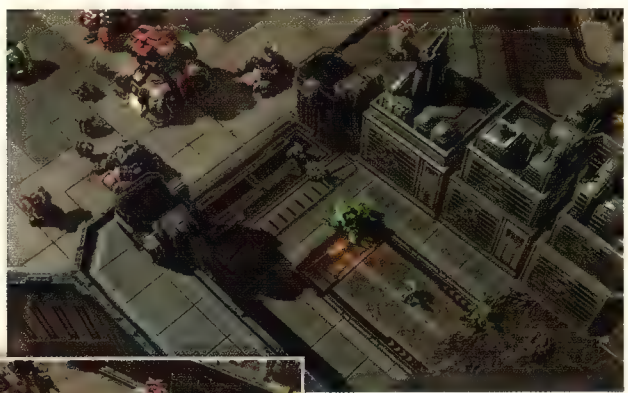
Zagara's brood is blocked off from the main battlefield by a Dominion outpost **(7)** just east of your secondary Hive. But to reach this blockade you must pass a heavily fortified Dominion encampment **(6)** that features Warhounds, a wing of Vikings, and a Battlecruiser. If you have one of Kerrigan's powerful top-tier abilities available (Apocalypse or Spawn Leviathan), use it here to hit the encampment! If it's Apocalypse, center the strike near the Battlecruiser so it takes significant damage.

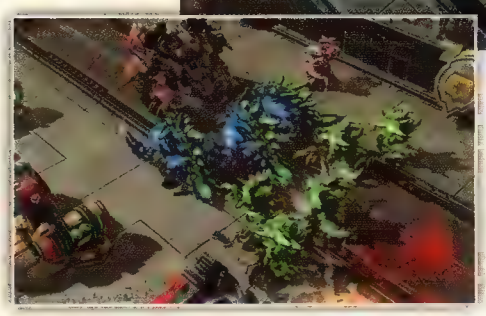
Then send in your strike team to clean up any survivors. Get Ultralisks and Aberrations out front. Then target the Battlecruiser with Kerrigan's Kinetic Blast and your full force of anti-air units. Once the area is cleared, move southwest and break the blockade **(7)**. Now Zagara's brood flows happily from its Nydus network into the fray.



BONUS: CLEAR THE WAY FOR DEHAKA'S PACK.

Next you can break the blockade of Dehaka's pack to the northeast **(8)**. Before you launch off, spend some time reinforcing Kerrigan's group because the next area is even more heavily fortified. The route is guarded by Siege Tanks plus Bunkers enhanced with Shrike Turrets. You need big Aberrations and Ultralisks who can absorb punishment while they tear apart armor. Other than Medivacs, this Dominion base has no flying attackers, so you can go heavy on ground-pounding units.



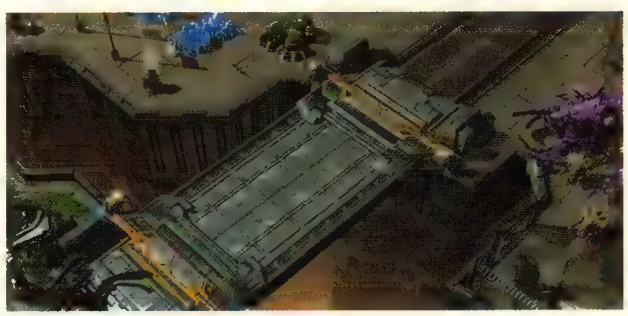


Once again, lead with Kerrigan's Apocalypse if it's available. Then clear out the area to release the stream of Dehaka's Primal Zerg into the palace grounds. A big Planetary Fortress and two Bunkers block the avenue, so it's no easy task. Keep using Mend to heal your troops during the siege. Once the avenue is clear for the Primal Zerg, you gain powerful allies!

OPTIONAL: SECURE ANOTHER RESOURCE SITE AND EXTEND THE BRIDGE.

There are still plenty of Dominion troops arrayed between you and the palace gate. You may want to harvest as many resources as you can to keep reinforcements flowing from your Hatcheries. Your next target is another mineral/gas field in the middle of the map **(9)**. A Dominion encampment that includes an elite Blackhammer Thor unit guards the field. But the enemy numbers are relatively small here, so clear them out quickly and route three Drones up to get a Hatchery and Extractors in place.

Here's a simple side task that opens a quicker route for any reinforcements coming up from your hive clusters. As you secure the resource site, continue fighting south into the small enclosure **(10)** where you find a mechanism labeled "Bridge Control." Eliminate its guards and then smash the device. This extends a bridge across the nearby gap, making it easier to flow troops from your initial bases to Mengsk's Palace.



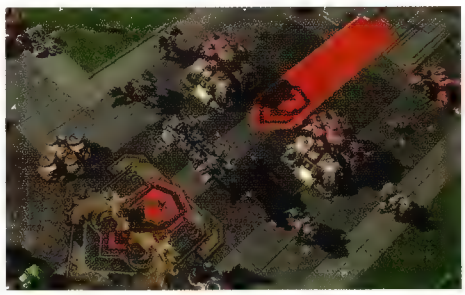
BONUS: CLEAR THE WAY FOR STUKOV'S TROOPS.

If you've opened paths for your first two allies, their troops will systematically reduce the Dominion presence on the roadways below the palace. This makes it considerably easier for you to make your way to the final blockade **(11)** where Stukov's infested units are bottlenecked. Clear out the blockade to release the last group of allied troops. These include a big squad of green-backed Aberrations. Soon Stukov's crews start hammering their way toward the Palace!

DESTROY THE PALACE GATE.

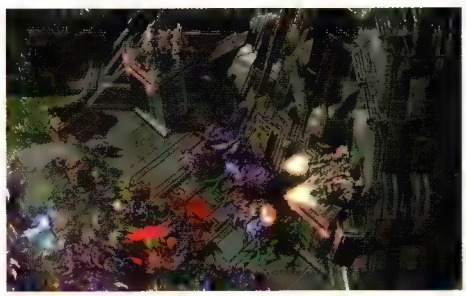
DECIMATE MENGSK'S IMPERIAL GUARD.

Now the fun really begins. You've got Mengsk on the ropes. The palace courtyard **(12)** is brimming with elite troops ready for a last stand. But Mengsk has no more special cards up his sleeve, so you can take some time to morph reinforcements and let your allies soften up the Dominion. Use Kerrigan's top-tier specials if you've got them—no holding back now! Then press [F2] and make an Attack-Move into the courtyard, bringing every Swarm troop in the field up into the glorious final stand.

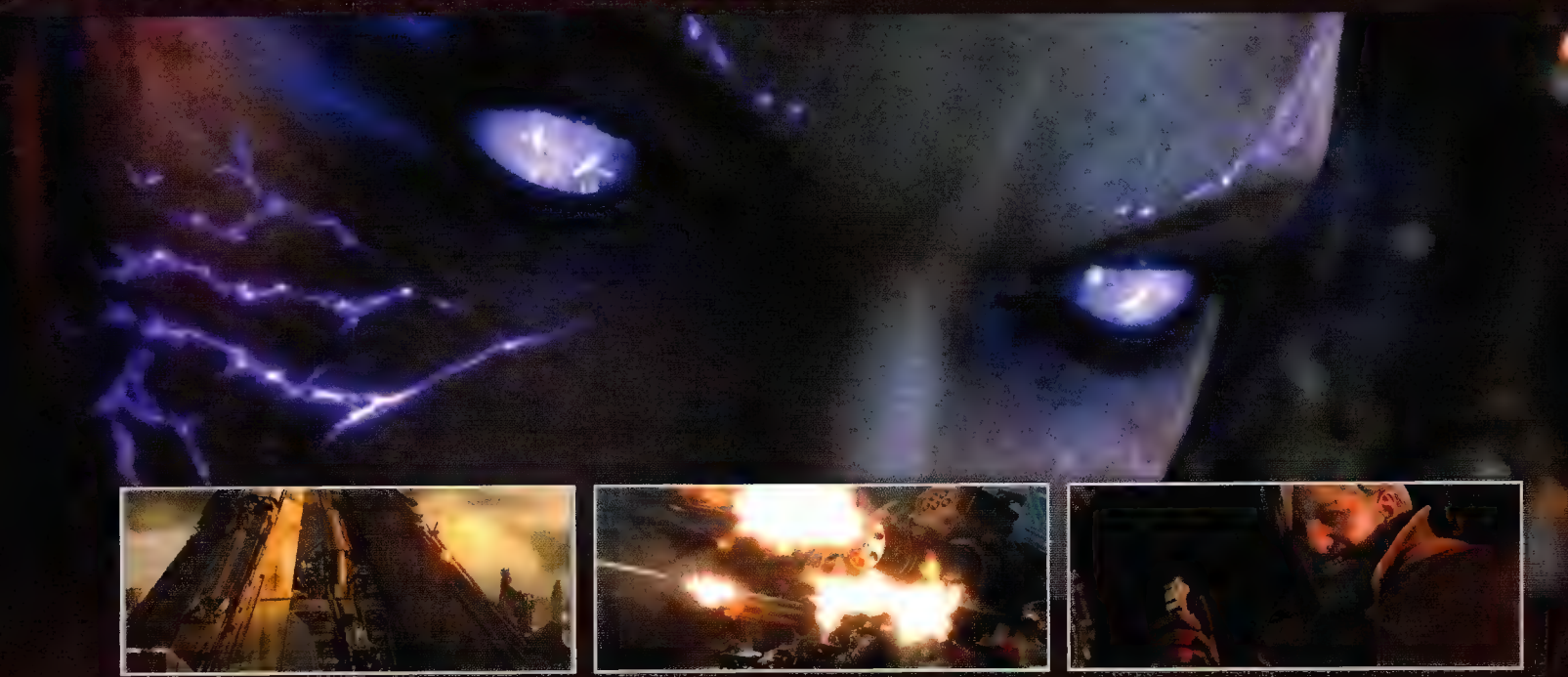


SMASH OPEN THE FINAL GATE.

Wipe out the imperial guard and then focus everything on the palace gate **(13)**. It has two lethal defense cannons that can slice up your force. But if you've got even a dozen troops left plus Kerrigan, the gate should fall quickly. Success!



INTERLUDE: MENGSK'S PALACE



Watch the stunning finale as Sarah Kerrigan, Queen of Blades, finally revisits the man who made the foolish mistake of abandoning her to the Swarm. Of course, Arcturus Mengsk is no fool, nor is he without unexpected resources. But as always, Kerrigan has an ace in the hole—someone very formidable who has her back.

ZERGLING EVOLUTION

MISSION OVERVIEW

Your goal is to test both of the new genetic strains that Abathur develops for the Zergling species.

PREREQUISITES

Complete either "Shoot the Messenger" on Kaldir or "Fire in the Sky" on Char.

OBJECTIVES

- **Collect 4 samples of Karak essence.**
- **Destroy the Dominion outpost.**
- **Protect the hive cluster.**
- **Destroy the Dominion base.**

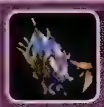
REWARDS

Main Objectives: Zergling Evolution

TEST STRAINS

RAPTOR STRAIN

Able to jump up and down cliffs. Leaps towards enemy units.



SWARMLING STRAIN

Morphs almost instantly and spawns in groups of three

THE EVOLUTION MISSIONS

Progress through *Heart of the Swarm*'s main story unlocks a series of seven optional (but highly recommended) side tasks called evolution missions. These short assignments, accessed via the Evolution Chamber on the *Leviathan*, direct you to acquire genetic sequences for Abathur, the Pit's genetic master. He then spins these "essences" into two new strains of each Zerg species: Zergling, Roach, Baneling, Hydralisk, Swarm Host, Mutalisk, and Ultralisk.

Once Abathur evolves the new strains for a species, you test each one in a separate mini-mission. After that, you must choose which one you want going forward. As Abathur explains, the two sequences for each species are mutually exclusive: only one can be chosen, the other discarded. Thus your selection is permanent.

ABATHUR'S BRIEFING

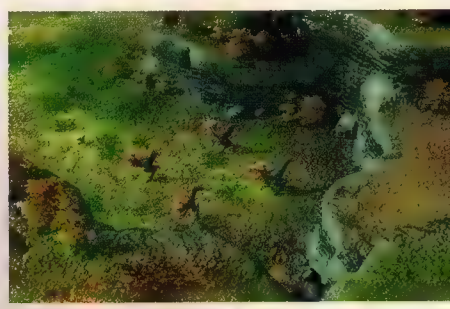
Zergling strain ready for augmentation. Unique essence discovered on Dominion security world. Collect essence, adapt Zergling, destroy Dominion outpost.

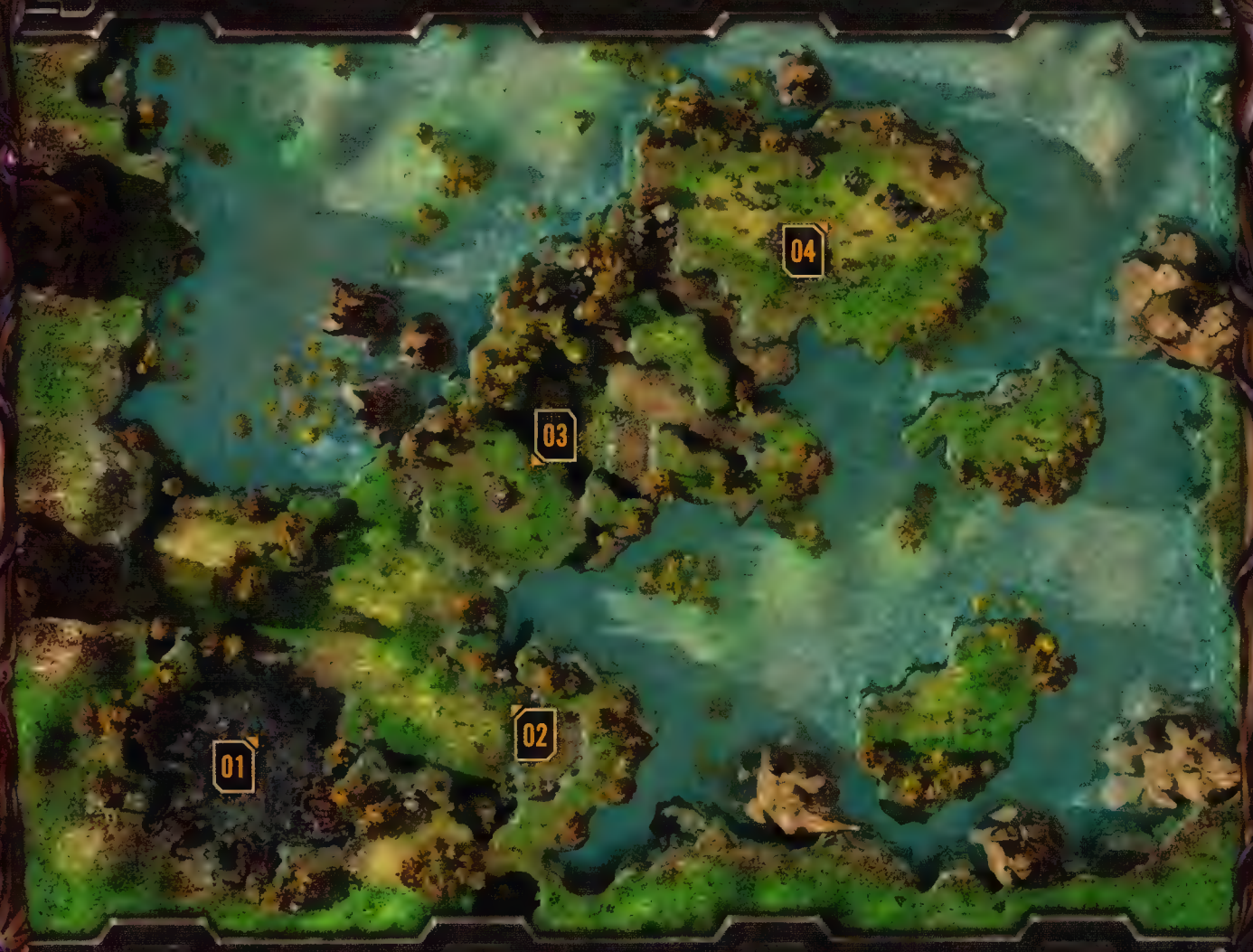
MISSION: RAPTOR

On the lush planet Calus, a Dominion security outpost sits out of reach on the cliffs above the valley home of your Zergling swarm **(1)**. Local creatures called Karaks can vault through the air and attack prey. You need that essence for your new Zergling strain.

COLLECT FOUR SAMPLES OF KARAK ESSENCE.

Your Zerglings are already selected for you, so move them east to find four Karaks in a ravine **(2)**. Kill all four Karaks to acquire enough essence for Abathur to create an evolved strain of Zergling, the Raptor. He delivers additional Raptors to give you a large swarm.





LEGEND

PRIMARY

1. Hive
2. Dominion strike team
3. Dominion base
4. Thor

DESTROY THE DOMINION OUTPOST.

Send your Zergling Raptor swarm hopping up the first cliff and wipe out the Dominion Bunker and Marines stationed in a forward position there **(3)**. Then continue northeast, traversing cliffs to reach the main Dominion outpost **(4)**.

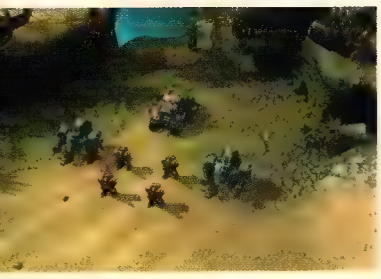
We recommend that you target the big Siege Tank in the back of the base right away; the splash damage from Siege Tanks can decimate massed Zerglings. But if you run low on Zerglings, don't worry—Abathur sends in more when you need them. Keep attacking until you destroy every unit and structure in the outpost.

MISSION: SWARMLING

Feral Zerg Hatcheries on the planet Astrid III have evolved the ability to morph Zerglings very fast. Kerrigan takes control of a Hive **(1)** with the Swarmling adaptation already incorporated. A Dominion strike team hustles down the canyon approach **(2)**, inbound on the hive cluster. Work quickly!

PROTECT THE HIVE CLUSTER.

The approaching Dominion force is formidable, including a Siege Tank, two Vikings, and some Marines. Your Larvae from both Hatcheries are already selected, so immediately start left-clicking the "Morph to Zergling" button flashing on the command card. The Swarmling strain pops out of its Larvae almost instantly, three Zerglings per Larva. So just keep clicking, over and over, or hold down Z, until you exhaust your resources.



Rally the Swarmling horde out at the northern edge of the creep with the pair of Swarm Queens you start with parked behind them for healing purposes. When the Dominion squad arrives, target the Siege Tank first then eliminate the other units. Keep morphing more Swarmlings as your horde engulfs the invaders.

DESTROY THE DOMINION BASE.

Now you must overwhelm a heavily fortified Dominion base **(3)** whose defenders include a hunkering Thor heavy assault mech **(4)**. You'll need big numbers for this task, but since your supply cap is 200 and you have plenty of resources at the Hive, it's easy to crank out a huge mass of Swarmlings in short order. Send 50-60 of them up and into the base.

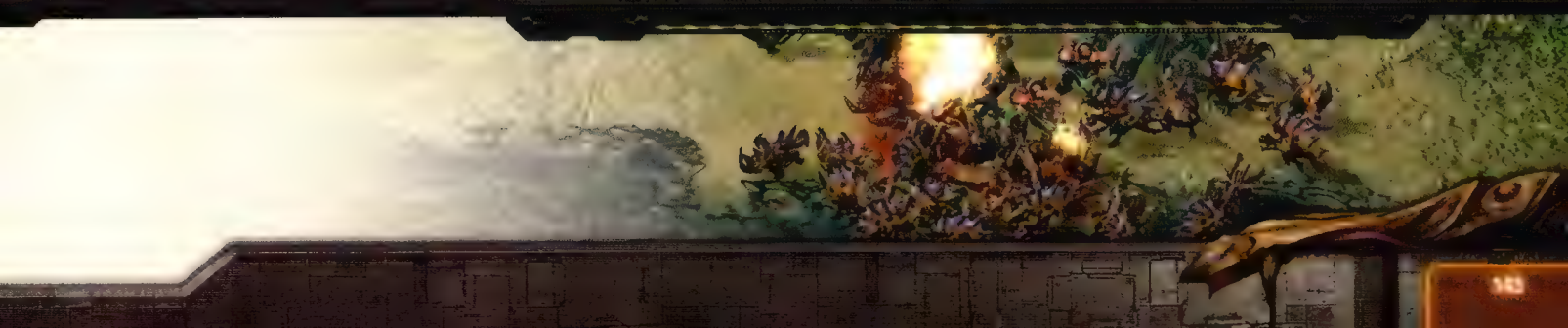
When you arrive, hit your Hatcheries hotkey and reset your rally points inside the Dominion base. Now you can just keep pumping out Swarmlings and they automatically run up to join the base assault. Be sure to target the Thor with your full force's fury the moment it becomes visible. Once the Thor goes down, the rest of the base falls quickly.

After the testing, you return to the Evolution Chamber to choose which strain you want to incorporate into future Swarm development. Pick the strain that suits your playing style. We like the Raptor strain's ability to traverse obstacles and its improved damage output, but the morphing speed and sheer numbers capability of Swarmlings is a highly attractive option as well—particularly if your Hive comes under unexpected assault and your defense is thin.

LEGEND

PRIMARY

1. Start
2. Karaks
3. Forward Bunker
4. Dominion Outpost



ROACH EVOLUTION

MISSION OVERVIEW

Your goal is to test both of the new genetic strains that Abathur develops for the Roach species.

PREREQUISITES

Complete "Enemy Within" on Kaldir.

OBJECTIVES

- Kill the Scantipede.
- Kill the Protoss.
- Escape the Protoss lab.
- Eliminate all Protoss.

REWARDS

Main Objectives: Roach Evolution

TEST STRAINS

CORPSER STRAIN

Attacks infest enemies. If an enemy is killed quickly, two Roachlings erupt from the enemy's corpse.

VILE STRAIN

Attacks slow enemy movement and attack speeds by 75%. Enemy heroic unit movement and attack speeds are slowed by 25%.

ABATHUR'S BRIEFING

Roach strain ready for augmentation. Protoss research facilities discovered. Experiments within useful to evolve Swarm. Must acquire. Destroy Protoss. Improve Swarm.

MISSION: CORPSER

In a concealed Protoss facility on the planet Cantar, a virulent parasite called a Scantipede is held amongst other specimens. The Scantipede implants parasites into a host; these erupt from the host's corpse. You must acquire this useful essence.

KILL THE SCANTIPEDE.

Direct your starting group of Roaches **(1)** to attack and kill the Scantipede **(2)**. Once Abathur acquires its essence, he modifies your Roaches with a parasitic sequence. The new Corpser strain implants a Roachling parasite into its targets. Two Roachlings erupt from each infested enemy's corpse when it dies, and they can join your group to fight. But Roachlings have a limited lifespan so you want to unleash them quickly on the next set of enemies.

SPECIMEN ROACHLINGS

Try infesting some of the specimen creatures in the lab to produce a squad of Roachlings to lead your attack on the Protoss!

DESTROY THE PROTOSS.

Move your Corpsers through the lab and attack the first Protoss group you meet **(3)**. Note how each expiring Protoss unit expels two Roachlings that go on to attack any remaining Protoss. Once you finish up this squad, have your Roaches follow the Roachlings as they aggressively sprint ahead to attack the next Protoss squad **(4)**. Repeat the process one more time as Roachlings sprout from your kills and mop up the last of the Protoss **(5)**.

LEGEND

PRIMARY

1. Start
2. Scantipede
3-5. Protoss squads
6. Base exit

ESCAPE THE PROTOSS LAB.

Immediately rush your full group of Corpser Roaches and any remaining Roachlings through the arch into the yard behind the lab **(6)**. (Hurry! Your Roachlings only have seconds before they expire.) When you arrive, Protoss units start warping into the yard. Concentrate your Roach fire on individual targets to eliminate them quickly and generate more Roachlings. If you can terminate Protoss units fast enough you end up with quite a swarm of Roachlings! This helps when heavier units such as Protoss Immortals start warping into the fray. When the last enemy falls, your new Corpser strain is secured.

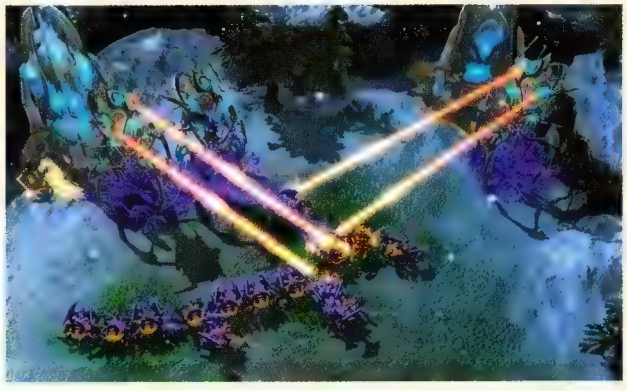
MISSION: VILE

On the wet planet Mehlus IV, some Roaches have evolved to form a symbiotic bond with microbial organisms. When these Vile Roaches attack a foe, the microbes in the saliva acid coat the enemy, slowing the target's movements and attacks.

ELIMINATE ALL PROTOSS.

Send your Vile Roach group **(1)** due east to attack the lone Protoss Immortal **(2)** guarding the snowy passage. Watch how your Debilitating Saliva attacks slow the big assault strider to a snail's pace, making it easy to finish him off. Keep moving up the valley beyond to defeat a succession of increasingly tough Protoss squads including some Archons and High Templars **(3)**, Stalkers and another Immortal **(4)**, and finally a squad of Zealots with a few towering Colossus **(5)**.

Watch for additional Protoss warping onto the battlefield as you fight. Normally you want to concentrate ranged fire on one target at a time. But with Vile Roaches you should allow individual units to target multiple enemies early in the fight to slow *all* enemy movement and incoming fire. After you've slowed all hostile units you take much less damage and can focus on eliminating one foe at a time.



UNDERGROUND REPAIR

Remember to burrow Roaches that are in critical condition (i.e., with orange or red unit status bars). They heal faster when burrowed.

When the test mission ends, make your choice: Corpser or Vile strain? Pick the one you find more enjoyable.

LEGEND

PRIMARY

1. Start

2-5. Protoss squads

BANELING EVOLUTION

MISSION OVERVIEW

Your goal is to test both of the new genetic strains that Abathur develops for the Baneling species.

PREREQUISITES

Complete "Old Soldiers" on Char

OBJECTIVES

- Collect 6 samples of Mitoscarab essence.
- Destroy 4 Protoss Colossi.
- Collect 3 Baneling survivors.
- Destroy the Planetary Fortress.

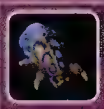
REWARDS

Main Objectives: Baneling Evolution

TEST STRAINS

SPLITTER STRAIN

Upon eruption, splits into two smaller units that continue the attack. Split only occurs once.



HUNTER STRAIN

Able to jump up and down cliffs. Leaps through the air to attack enemies.

ABATHUR'S BRIEFING

Baneling strain ready for augmentation. Discovered creature with powerful essence, good adaptation for Baneling. Defeat creature, assimilate essence. Create new strain.

MISSION: SPLITTER

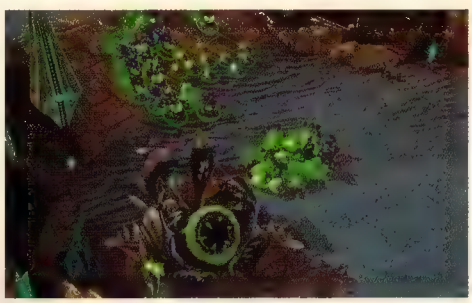
A unique lifeform on the planet Nelyth called the Mitoscarab has evolved a decentralized nervous system that gives it the ability to split into two lesser creatures upon death. The Queen of Blades wants this essence assimilated before the Protoss detect your presence on Nelyth.

COLLECT SIX SAMPLES OF MITOSCARAB ESSENCE.

Send your Baneling group from where the Nydus Worm disgorges them **(1)** to attack the first Mitoscarab not far away **(2)**. It goes down quickly but splits into two egg pods that quickly hatch smaller Mitoscarabs. Your Banelings can handle these easily as well, and you acquire their essences. Two samples collected, four to go.

Send your Baneling group north up the passage to find another, larger Prime Mitoscarab **(3)**. When you kill this one, it splits into two mid-sized creatures, which in turn split into two egg pods apiece that hatch smaller Mitoscarabs. When you destroy these four bugs you have the six samples of essence that you need. Abathur effects the mutation and your Banelings evolve into Splitters.

DESTROY FOUR PROTOSS COLOSSI.



After a Nydus Worm delivers 24 of the new Splitter Banelings, move the group along the ancient passage to a Protoss squad of two Stalkers escorting a Colossus **(4)**. Roll your Banelings toward the big walker knowing that when they explode, not only do they inflict damage but also two smaller and still lethal Baneling Spawn will emerge from the explosion. Afterwards, another Nydus Worm spits out Splitter reinforcements.

LEGEND

PRIMARY

1. Start
2. Mitoscarab (2 essences)
3. Large Mitoscarab (4 essences)
4. Colossus
5. Colossus
6. 2 Colossia

Keep your Banelings rolling up the passage and smash a second Colossus **(5)** along with its escorts and a Photon Cannon powered by a Pylon. Push around the bend to pick up another wormful of reinforcements then eliminate one last powerful threat—two Colossi and a big squad of Stalkers **(6)** defending an ancient shrine.

MISSION: HUNTER

Abathur has found a resourceful strain of Banelings that have evolved in the hostile environment of a volcanic planet called Scoria. The extreme conditions have led to a useful adaptation: Banelings that can leap up cliffs to avoid deadly lava flows.

COLLECT 3 BANELING SURVIVORS.

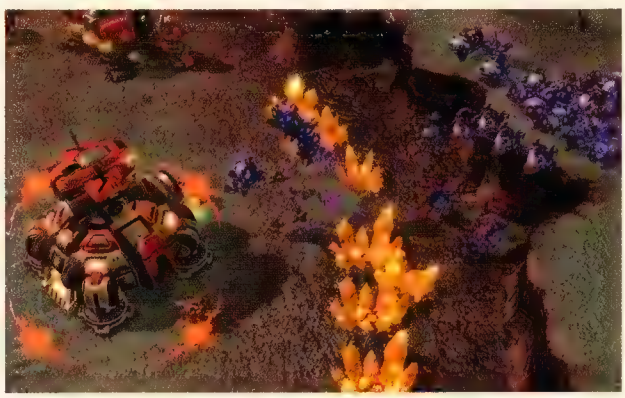
From your starting position **(1)**, move your initial group south to find the burrowed Baneling survivors **(2)** up on a rock plateau. As you arrive, the lava surge begins. Abathur explains that the lava rises at regular intervals. When it does so, you must get your Banelings to high ground (the dark brown areas) because the surge will incinerate any creature left on low ground (the reddish areas).

After the lava subsides, a timer appears onscreen counting down the seconds until the next lava eruption: 0:45. A Dominion patrol also spots your movement and comes to investigate. A Medivac drops off a squad of five Marines **(3)** on the low ground between your position and the next plateau. Roll toward them and take them out quickly, before the next lava surge begins. Then hop up the next cliff to reach another group of burrowed Baneling Hunters **(4)**.

Wait until the next lava surge is ended then move your full group of Hunter Banelings right up into the small Dominion mining camp **(5)**. While you don't have to destroy the Hercules transport before it can escape, then wipe out everything else. If you have at least 10 seconds before the next lava surge, you can roll across the low ground due east and find the last batch of Baneling survivors **(6)**. As you arrive, a pair of Medivacs drops off some unfortunate troops who try to halt your advance.

DESTROY THE PLANETARY FORTRESS.

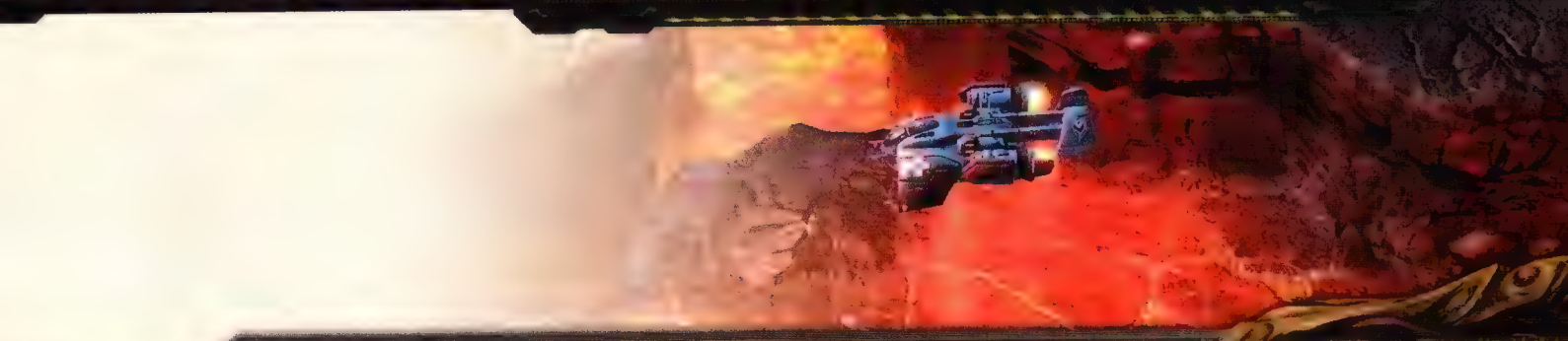
Here, a short cutscene reveals the larger Dominion mining camp to the south. A big Planetary Fortress is the hub of a Rich Mineral Field—a nice, juicy target, but also heavily fortified. Fortunately, the Dominion troops are clustered at the front entrance ramp to the plateau. Veer your Hunter swarm toward the southeast **(7)** and hop across the cliffs to the base's "back door." From there, the Banelings can leap down onto the Planetary Fortress **(8)** and cripple the Dominion mining facility.



LEGEND

PRIMARY

1. Start
2. Baneling survivors
3. Dominion Marines
4. Baneling survivors
5. Mining camp
6. Baneling survivors
7. Route over cliffs to back of Dominion base
8. Planetary Fortress



HYDRALISK EVOLUTION

MISSION OVERVIEW

Your task is to test both of the new genetic strains that Abathur develops for the Hydralisk species.

PREREQUISITES

Complete "Supreme" on Zerus.

OBJECTIVES

- Collect 3 Impaler colony essences.
- Morph Impalers.
- Eliminate all Terran forces.
- Get to the Lurker Den.
- Defend the Lurker Den.

REWARDS

Main Objectives: Hydralisk Evolution

TEST STRAINS

IMPALER STRAIN

Uses a tentacle attack to strike a single target while burrowed. Effective against armored enemies.

LURKER STRAIN

Uses a spine attack to strike multiple targets while burrowed. Effective against light enemies.

ABATHUR'S BRIEFING

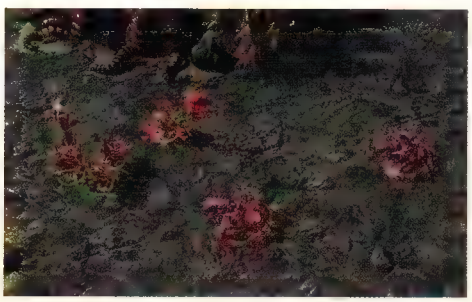
Hydralisk strain ready for augmentation. Expeditionary brood discovered ancient Zerg essence in Dominion space. Brood under attack. Limited time.

MISSION: IMPALER

On the planet Marek V, the Prometheus Company—the Dominion's elite infestation specialists—is trying to exterminate a Zerg hive cluster. An Impaler colony created by the Zerg Overmind has a slow but powerful attack using its burrowing tentacle. Abathur wants you to collect its essence so he can adapt it to Hydralisks.

COLLECT THREE SAMPLES OF IMPALER COLONY ESSENCE.

Move your Hydralisks **(1)** south to attack the first Impaler colony **(2)**. Note that when it sends out its burrowing tentacle to attack your units, the targeted spot is indicated by a red marker. Immediately move your units away from the marker so the tentacle misses them. The Impaler tentacle is very powerful and can tear through armor.



After you kill the first Impaler colony, proceed southeast to find two more **(3)**. Use the same tactic—keep moving your Hydralisks away from the red markers to avoid taking tentacle damage as you attack the Impaler colonies. Kill both colonies to acquire their essence; Abathur completes the adaptation to create Hydralisks that can morph into Impalers.

MORPH IMPALERS.

Drag-select your Hydralisks and hold the flashing "Morph to Impaler" hotkey on the command card until all of the Hydralisks morph into Impalers.

ELIMINATE ALL TERRAN FORCES.

Kerrigan wants you to attack the Terran forces from the high ground above their barricade. Send your Hydralisk Impalers northeast to the spot highlighted **(4)** and quickly burrow them. Once burrowed, they cannot be fired upon without detection and they start sending out their tentacle arms to attack the barricade formed by the Prometheus Company units. You soon tear the Siege Tanks and other Terran units to shreds.

LEGEND

PRIMARY

1. Start
2. Impaler colony
3. 2 Impaler colonies
4. Burrow here
5. Rock ramp
6. Missile Turret
7. Prometheus base

With the first Terran barricade demolished, the nearby rock ramp **(5)** opens up. Unburrow your Impalers and move them to the bottom of the ramp, within sight of a second barricade of units, including a pair of Bunkers and a Missile Turret **(6)**. Burrow again to start impaling. Beware, though—the Missile Turret is a "Detector" that can spot burrowed units like your Impalers, allowing other Terran units to target them.

RANGE MARKERS

An arc of faint gray range markers displays exactly how far your Hydralisk Impaler units can extend their tentacle attacks when burrowed. Enemy Detector units such as the Missile Turret also display their range of detection with similar markers.

Select all of your burrowed Impalers then right-click on the Missile Turret to target and destroy it quickly. After that, your burrowed units are no longer visible to the Terrans, and you can let them tear apart the rest of the second barricade.

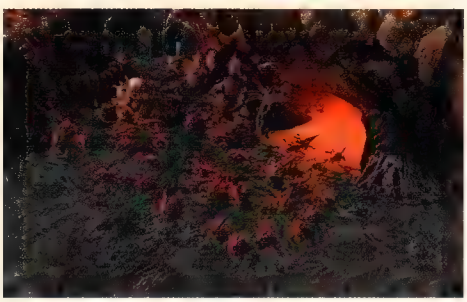
Now all that's left is the heavily defended Prometheus Company base **(7)**, which includes a Planetary Fortress and several big Thor mechs for defense. Fortunately, the base has no Detector units. Unburrow and move your Impalers close to the Bunkers on the front edge of the base, then burrow them quickly. From this spot, your tentacle arms should be able to impale everything in the base, including the Planetary Fortress. When the Prometheus Company is scoured from the landscape, your testing is complete.

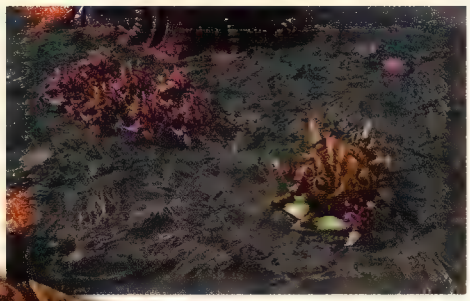
MISSION: LURKER

Abathur has found some surviving Lurker Dens on the planet Cavir, once a birthing colony for Daggoth's Brood but now a feral wilderness after years of inter-Swarm conflict. Kerrigan finds she can control the Lurkers but cannot morph more. Abathur says he needs a key transformation sequence from a nearby Lurker den.

GET TO THE LURKER DEN.

Send your initial group of Lurkers **(1)** east through the narrow pass. As you proceed, the feral Zerg sense your presence and unleash a horde of Zerglings from a nearby cave mouth **(3)**. Burrow your Lurkers in the indicated spot **(2)** (highlighted in green) and wait. Abathur explains that burrowed Lurkers are particularly effective against massed Light enemies. When the Zerglings approach, your Lurkers unleash rows of spikes that rise from the ground under the Zerglings and rip them apart.



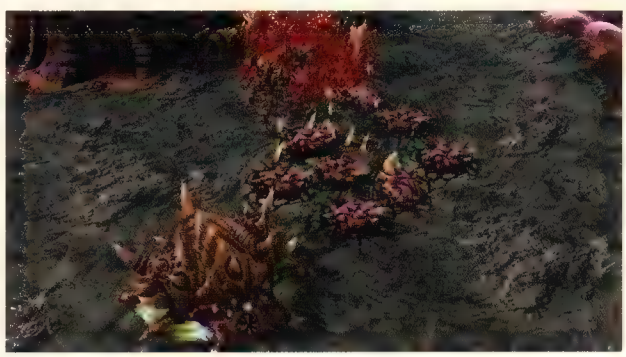


Unburrow the Lurkers and continue down the creep-filled pass. Soon another feral horde emerges from a cave **(4)**, this time Hydralisks. Move closer to them and burrow again for another area-damage spike attack. When the Hydralisks are decimated, unburrow again and push forward to the Lurker Den **(5)**.

DEFEND THE LURKER DEN.

Abathur reports that Broodmother Kilysa is inbound to extract the Lurker Den essence, but Kerrigan suddenly senses feral Zerg attacking from their Hive to the south **(6)**. Now you must defend the Lurker Den until the Broodmother and her Overlords arrive.

Burrow your Lurkers just south of the den and watch them eviscerate the feral Zerglings and Banelings that pour into the area. When the first wave ends, unburrow and move to the north side of the Lurker Den. Burrow again before a new feral wave of Roaches, Hydralisks, and Zergling rolls down the canyon from the north! Once the wave is shattered, the Broodmother arrives and your testing is complete. Choose a strain of Hydralisk at the Evolution Chamber.



LEGEND

PRIMARY

1. Start
2. Burrow here
3. Feral Zerg cave
4. Feral Zerg cave
5. Lurker Den
6. First feral wave
7. Second feral wave

SWARM HOST EVOLUTION

MISSION OVERVIEW

Your goal is to test both of the new genetic strains that Abathur has developed for the Swarm Host species.

PREREQUISITES

Complete "Conviction" in Dominion Space.

OBJECTIVES

- Consume the Carrion Nest.
- Destroy 2 Nuke Silos.
- Kill the Ash Worm.
- Defend the Hatcheries.

REWARDS

Main Objectives: Swarm Host Evolution

TEST STRAINS

CARRION STRAIN

Spawns flying locusts that attack ground targets across any terrain.

CREEPER STRAIN

Able to Deep Tunnel to any location covered by creep. Constantly emits creep while rooted or burrowed.

ABATHUR'S BRIEFING

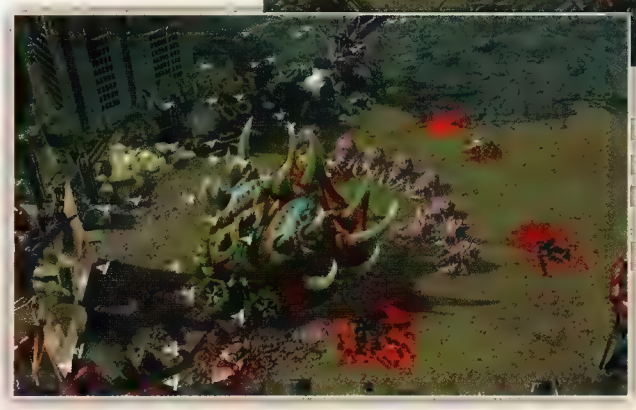
Swarm Host strain ready for augmentation. Discovered creature with beneficial sequences. Allows Swarm Host to produce flying locusts. Must consume, acquire essence. Improve Swarm.

MISSION: CARRION

The next set of genetic sequences that Abathur desires is a native insectoid species found on the Dominion-controlled planet Cruxas III. The creature's nest produces wasps, so the nest's essence can help your Swarm Host produce flying Locusts.

CONSUME THE CARRION NEST.

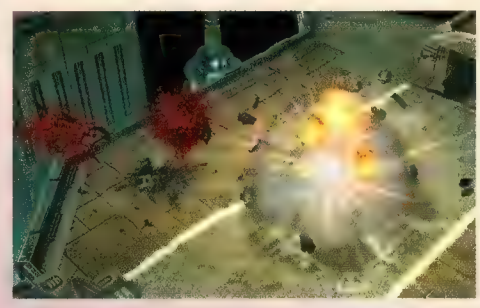
From the start **(1)**, move your Swarm Hosts southwest just to the edge of the creep **(2)** until you see the Dominion squad up ahead **(3)**. Root the Swarm Hosts to produce Locusts that crawl forward and wipe out the soldiers.



Then uproot your Swarm Hosts and continue up the road until you spot the Carrion Wasps and their nest **(4)**. Root again to produce Locusts that destroy the nest and acquire the Carrion essence.

DESTROY THE TWO NUKE SILOS.

After Abathur augments the Swarm Host sequences, your Swarm Hosts can produce flying Locusts. Move your new Carrion strain to the spot Kerrigan indicates **(5)** and root to produce the airborne Locusts. They automatically head for the nearby Dominion nuke site **(6)** where you should target the Bunker first, since its Marine garrison can shoot down flyers. Then send surviving Locusts to destroy the Nuke Silo.



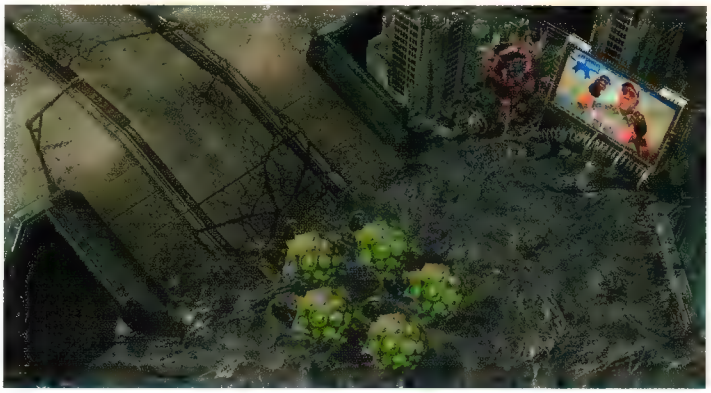
LEGEND

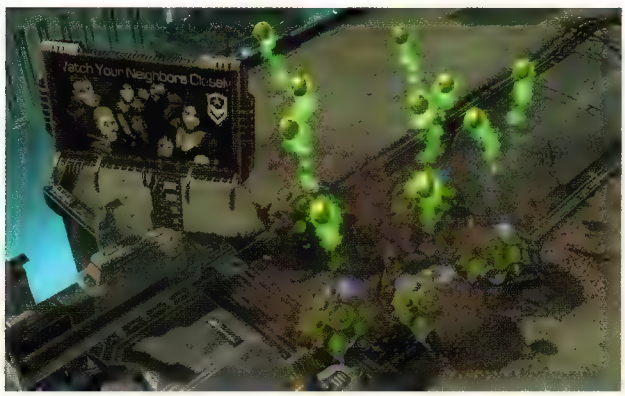
PRIMARY

1. Start
2. Root here
3. Dominion squad
4. Carrion Wasp nest
5. Root here
6. Nuke Silo
7. Root here
8. Dominion squad
9. Root here
10. Nuke Silo

Uproot your Swarm Hosts and march northwest across the creep until you spot another Dominion squad ahead **(8)**. Don't get too close—if you get within range of the enemy Siege Tank, it can tear you apart. Root in the creep at the bottom of the hill **(7)** outside of the tank's range. Your flying Locust waves soon decimate the Dominion squad. Remember that you can control the Locusts too, so fly them back for defense if any Dominion unit pushes forward to threaten the rooted Swarm Hosts!

When the area is cleared, uproot and move your Swarm Hosts uphill then west to the edge of the bridge **(9)**. Root and let your Locusts fly across toward the other Nuke Silo **(10)**.



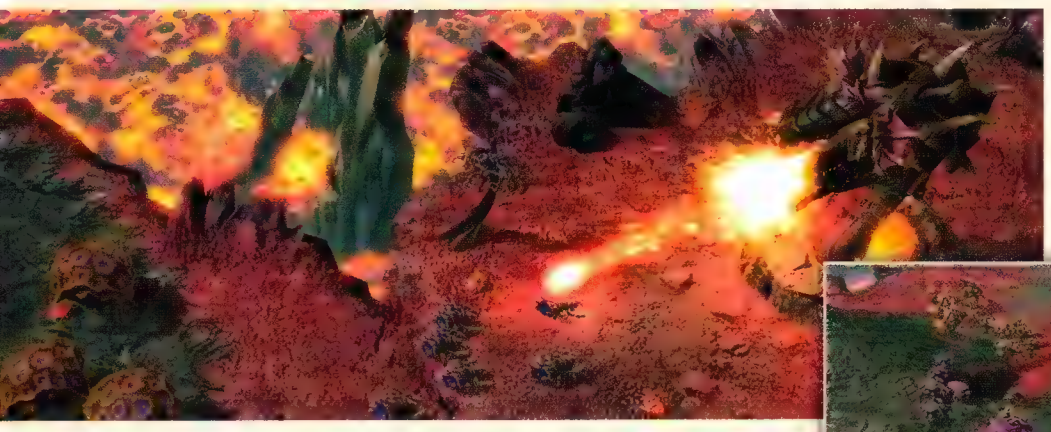


MISSION: CREEPER

The next genetic target is the Ash Worm, a local organism on the planet Ignus. This dangerous, elusive creature can tunnel through the Ignus crust for quick escapes.

KILL THE ASH WORM.

Send your Swarm Hosts from their starting position **(1)** north then east to the edge of the creep **(2)**. Root there to release your Locust swarm at the Ash Worm **(3)**. When it takes about 50 percent damage, the worm pulls back into the ground and tunnels to a new location **(5)**. Uproot your Swarm Hosts and send them down to the southeast edge of the creep **(4)** to root and spawn Locusts again. This time your Locusts kill the Ash Worm.

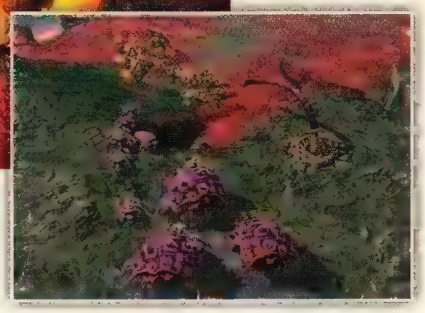


When the worm is terminated, Abathur acquires its essences and augments your Swarm Hosts to add the Deep Tunnel ability that lets them travel underground quickly to any creep-covered location.

DEFEND THE HATCHERIES.

Select your augmented Creepers, click the Deep Tunnel button in the command card, and then left-click on the highlighted location **(6)** in the hive cluster to the northeast. Your Swarm Hosts tunnel and emerge at that spot. Root them quickly because a Dominion force **(7)** of Hellions and Marines are swiftly approaching the colony. The Locusts you spawn help the Ignus Brood's Spine Crawlers counter the enemy advance.

Now Abathur reports that a secondary hive cluster **(8)** is under Dominion attack as well. Deep Tunnel your Swarm Hosts to a spot directly behind the Spine Crawlers in the new location. Their spawned Locust swarms help defend the base, keeping the Zerg structural organisms intact. This concludes your testing. Now you can pick which strain you'd like.



LEGEND

PRIMARY

1. Start
2. Root here
3. Ash Worm
4. Root here
5. Ash Worm reappears
6. Deep Tunnel to here
7. Dominion squad
8. Secondary hive cluster

MUTALISK EVOLUTION

MISSION OVERVIEW

Your goal is to test both of the new genetic strains that Abathur develops for the Mutalisk species.

PREREQUISITES

Complete "Hand of Darkness" on Skygeirr Station.

OBJECTIVES

- Collect 2 Brood Lord essences.
- Morph Brood Lords.
- Destroy the Planetary Fortress.
- Destroy all Terran forces.

REWARDS

Main Objectives: Mutalisk Evolution

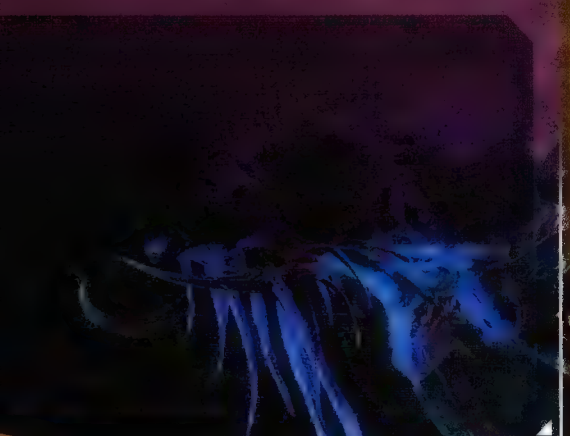
TEST STRAINS

BROOD LORD STRAIN

Spawns Broodlings and launches them at ground targets from a distance.

VIPER STRAIN

Manipulates battlefield conditions by using its abilities. Able to Abduct targets and emit a Disabling Cloud.



ABATHUR'S BRIEFING

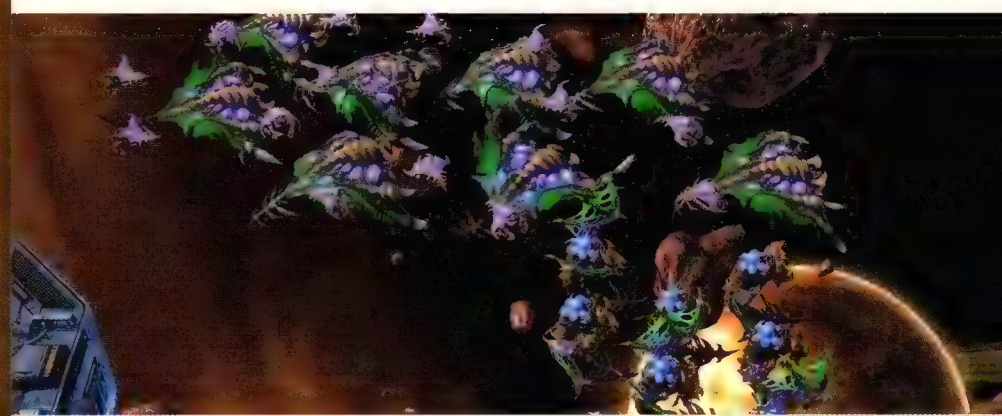
Mutalisk strain ready for augmentation. Located feral Brood Lords. Must reacquire essence. Can be spun into Mutalisk strain.

MISSION: BROOD LORD

Abathur has tracked down feral Brood Lords hovering near the Dominion defense platform Sigma Centari. Brood Lords can neutralize enemy Missile Turrets that would decimate your flying Mutalisks, so find the feral flyers and kill them to assimilate their essence.

COLLECT TWO SAMPLES OF BROOD LORD ESSENCE.

You start with a flock of Mutalisks **(1)**. Fly them due east to find the highlighted pair of Brood Lords **(2)**. (The Brood Lords fly back and forth, so check your minimap to pinpoint their exact location.) Blast them from space to acquire their essence.



MORPH BROOD LORDS.

Soon your new Mutalisks emerge back where you started. Select them all and hold the "Morph to Brood Lord" hotkey found on the command card until the entire squadron has turned into the flying heavy-assault siege units. Abathur explains how Brood Lords can launch an endless stream of Broodlings at ground targets from a distance. These Broodlings can be devastating versus armored units and structures.

Brood Lords are defenseless against enemy flyers, so Abathur also gives you an escort group of Mutalisks for the upcoming assault. Mutalisks are excellent complementary units for protecting Brood Lord siege groups.

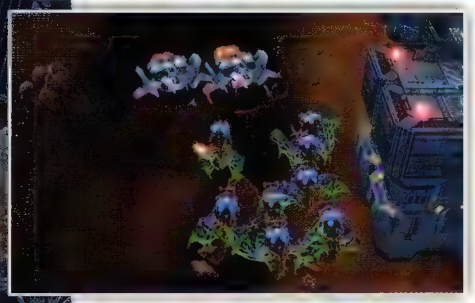
DESTROY THE PLANETARY FORTRESS.

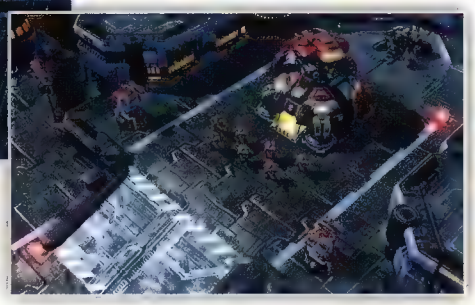
Put your Brood Lord group and your Mutalisk group in separate hotkeys and move both groups about halfway to the Dominion platforms. Then nudge your Brood Lords carefully toward the rightmost forward platform **(3)**. (Keep your Mutalisks well back from this platform! They can't help you here.) You can position the Brood Lords so they launch Broodlings at the enemy Missile Turrets and Goliaths without taking much return fire. Repeat this tactic against the Missile Turrets and garrisoned Bunker on the other two forward platforms **(4,5)**.

LEGEND

PRIMARY

1. Start
2. 2 Brood Lord essences
3-5. Defense platforms
6. Main platform (Vikings)
7. Planetary Fortress





Your attacks on the platforms may trigger the scrambling of a Viking squadron from the main platform **(6)**. Vikings in Fighter Mode can fly and attack air targets. Again, your Brood Lords have no anti-air capability so they're defenseless against the Vikings. To defend them, rush your Mutalisk squadron to engage the Vikings.

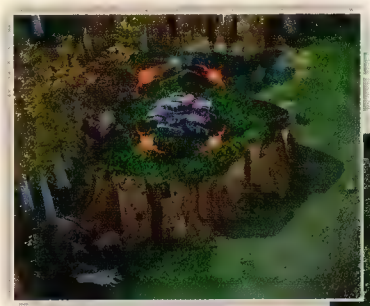
Keep your Brood Lords spitting Broodlings at ground targets while your Mutalisks protect them from any Vikings that lift off the ground in Fighter Mode. Once the last Viking is eliminated, your Brood Lords can systematically wipe out the rest of the platform defenses and target the Planetary Fortress **(7)**. When the fortress is destroyed, your testing is complete.

MISSION: VIPER

On Brokas Hur, a Dominion storage world, imperial troops have discovered the wreckage of a transport carrying Jorium Crystal. Abathur wants the Jorium, with its potential for psionic enhancement, for his experiments. To acquire it, he deploys a newly created Mutalisk strain called the Viper.

DESTROY ALL TERRAN FORCES.

A Viper can use its Abduct ability to transport a target unit (ally or foe) to the Viper's location. Kerrigan orders you to pull several Aberration units **(1)** across the river so they can advance on Dominion targets beyond. Fly your Vipers just across the water to the highlighted spot. Then select a Viper, click the Abduct hotkey located on its command card, and left-click on one of the Aberrations to pull it across. Repeat on the other two Aberrations.



Now Abathur points out a series of three Siege Tanks detected up ahead. (Their locations pop up on your map.) All three tanks are posted on high ground where your Aberrations cannot reach them, so the tanks can fire down with impunity. Send a Viper to the first Siege Tank **(2)** and use Abduct to pull it off its promontory to ground level. Now send your three Aberrations to destroy it. Repeat this process with the other two tanks **(3,4)**. Watch out for an additional Siege Tank emerging from the forest at **(4)**.

Push your Vipers up the road until you reach the Bunker **(5)** and hear Abathur discuss the Disabling Cloud ability. Disabling Cloud creates a fog that slows enemy movement speed and prevents enemy units and structures from attacking for 10 seconds. Select a Viper, click the Disabling Cloud button on the command card, and use it on the Bunker to disable it. Rush your Aberrations forward to tear open the Bunker and terminate the Marines who emerge. (Use Disabling Cloud again if the original effect wears off before your Aberrations finish their rampage.)

Now it's time to move on the transport wreckage **(6)**. Your Aberrations can't scale the cliff behind the Bunker you just destroyed **(5)**, so use your Vipers' Abduct ability to pull them up. Move all units closer to the Terrans guarding the wreckage then use your Vipers' Disabling Cloud to dampen enemy fire. Immediately move your Aberrations to the attack. Keep using Disabling Cloud on the Terrans to reduce the damage they can inflict. When the last Terran unit is destroyed, the testing is completed.

LEGEND

PRIMARY

1. Start
2-4. Siege Tanks
5. Bunker
6. Transport wreckage

ULTRALISK EVOLUTION

MISSION OVERVIEW

Your goal is to test both of the new genetic strains that Abathur develops for the Ultralisk species.

PREREQUISITES

Complete "Planetfall" on Korhal.

OBJECTIVES

- Escape the lab.
- Secure the bridge.
- Destroy the weapons facility.

REWARDS

Main Objectives: Ultralisk Evolution

TEST STRAINS

NOXIOUS STRAIN

Releases a poisonous explosion that damages nearby enemy units.

TORRASQUE STRAIN

Enters a cocoon upon death and revives after a short period.

ABATHUR'S BRIEFING

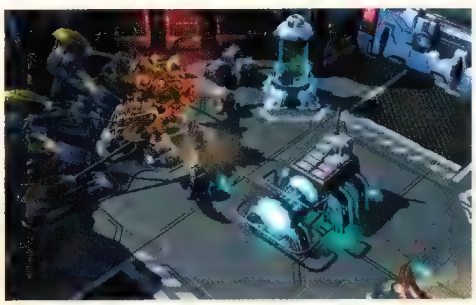
Ultralisk strain ready for augmentation. Dominion laboratory discovered on Korhal. Experimenting on Ultralisks. Able to turn research against them.

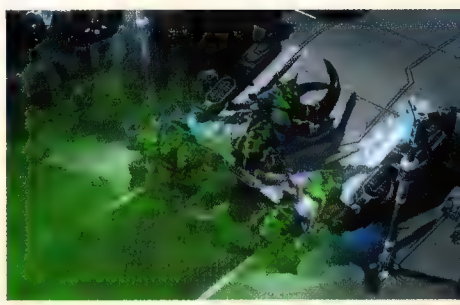
MISSION: NOXIOUS

Abathur finds the Dominion's Metis xeno-research facility where Mengsk's scientists are conducting experiments on Zerg specimens. The Queen of Blades can take control of some experimental creatures…and use the Emperor's own specimens against him.

ESCAPE THE LAB.

From the start **(1)**, direct the Ultralisk to follow the walkway, crushing squads of soldiers en route. When you reach the big containment cell **(2)** in the lab area, smash it to pieces to free two more captive Ultralisks. This also releases a green toxic compound that Abathur bonds to Ultralisk sequences, creating a new Noxious strain of the beast. Its Noxious Cloud ability inflicts 5 damage per second to nearby units, and its Toxic Blast attack automatically deals 20 damage to all nearby enemies, with a cooldown time of 10 seconds. Now you have a very formidable squad at your command.

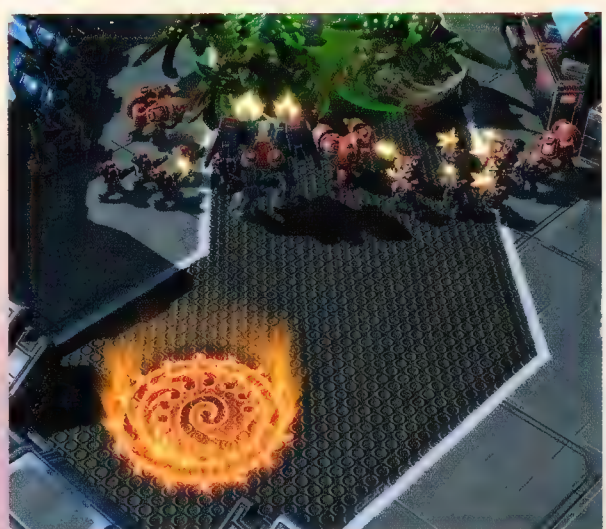




ZERG TANK

Ultralisks are incredibly resilient. Keep them on the front line to protect your forces.

March the Ultralisk trio up the passageway, wiping out the increasingly lethal Dominion squads that try to stop you. Keep going until at least one Noxious Ultralisk reaches the yellow destination marker **(3)**. This triggers a satisfying scene in which a pack of Ultralisks destroys the Metis facility's main security force.



LEGEND

PRIMARY

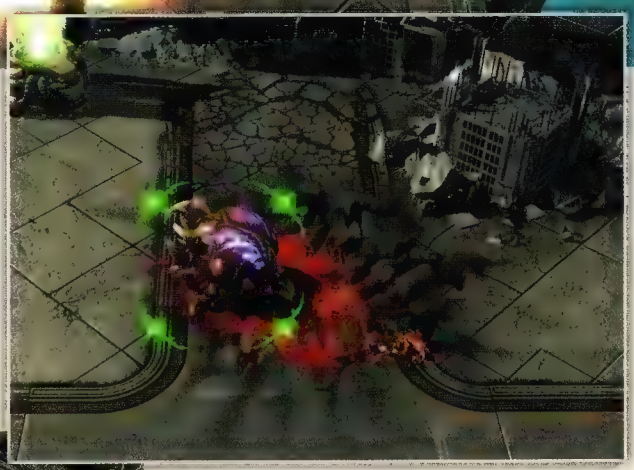
1. Start
2. Containment cell
3. Destination marker

MISSION: TORRASQUE

Abathur wants a military housing and supply center on the outskirts of Augustgrad destroyed. The reason: experimental nuclear weapons are being produced within. Kerrigan orders your Ultralisks to secure the bridge guarded by Dominion forces.

SECURE THE BRIDGE.

From the start **(1)**, walk your Ultralisks up the street to tangle with the Dominion bridge guards **(2)**. The fight triggers an appearance by Emperor Mengsk who orders the firing of an experimental warhead that lands directly on the bridgehead. Unfortunately for Mengsk, the detonation wipes out his own force while leaving the Ultralisks alive and infected by a radioactive compound. Abathur integrates the infection to create a new Ultralisk strain, the Torrasque—a mutation that actually resuscitates dead tissue and revives the creature.



DESTROY THE WEAPONS FACILITY.

Cross the now-extended bridge and fight through a series of Dominion squads that try to defend the roadway. When one of the Ultralisks dies, it forms a chrysalis around the "corpse" that revives the fallen creature in just a few seconds!

Keep fighting forward along the street into the city **(3)** where Mengsk orders another warhead fired without regard for the safety of Augustgrad's citizens. Keep your Torrasque Ultralisks lumbering along the road leading north and east (picking up reinforcements from Abathur en route) until they finally reach the Weapons Facility from which the warheads are being launched **(4)**.

This final battle is a straightforward slugfest—just hammer your way through the defenses and destroy the facility to complete the testing. Now select the Ultralisk strain you want going forward.

LEGEND

PRIMARY

1. Start
2. Bridge guards
3. Downtown Augustgrad
4. Weapons facility

MULTIPLAYER

Welcome to *StarCraft II* multiplayer in *Heart of the Swarm*!

StarCraft II is a constantly evolving game. In the years since the release of *Wings of Liberty*, the game has seen constant balance updates and revisions, but the core gameplay has remained the same.

In addition, over the last few years, *StarCraft II* has risen as an international eSport. Thousands of people watch players from all over the world compete in a wide range of leagues, ladders, and tournaments. Livestreams of famous players are available around the clock, and commentators analyze the action for the more casual viewers.

There's no better time to jump into *SC2* multiplayer than now! If you are a new player, use this section to aid in your transition from the single-player campaign to multiplayer matches. Be sure to take advantage of the guide for new players to bring you up to speed with the absolute basics. If you are a lapsed player, you will find picking it up again is much like riding a bike. There have been changes to all races, but they are still recognizable in their individual specialties.

AURASMA INSTRUCTION

WHAT IS AN AURA?

The Beginner's Guide before you has a very unique technology to support the text and pictures provided. Thanks to Aurasma, every step in this guide is supplemented with simple videos that further convey the instructions present in the book.

It is very easy. You only need a smart device with a camera, the free *StarCraft II* Aurasma app, and some instructions.

STEP ONE: DOWNLOAD THE APP.

The Aurasma app is free. Navigate on any smart device (iphone, tablet and so on) to the app store and grab the app.
It is very easy to install; simply follow the instructions.

AURASMA APP LOCATIONS

ANDROID: Google Play

iPHONE: App Store

STEP TWO: IDENTIFY AN AURA.

Auras in the *StarCraft II* Beginner's Guide are marked with a unique art piece and step number. The technology behind the app uses the shape to identify which video is linked to the art piece, and automatically begins the load-and-play sequence. Whenever you see these shapes in the Beginner's Guide (see illustration below), an Aura is waiting to be uncovered.

SC II AURA; FRAME THIS IMAGE

STEP THREE:
FRAMING THE AURA.

To get an Aura to load, you need only frame the Aura. To do this, align the framing corners on the page with the corners of the smart device. The nature of the corners ensures that you have the phone over the correct image, at the correct distance every time.

Within seconds, the video will begin to load. It is very important during this stage of the process to keep the smart device located over the Aura. If you move the device prematurely, the Aura will fail to load. Don't worry. Simply framing the Aura again, begins the process once more. There is no limit to the amount of times you can access an Aura.

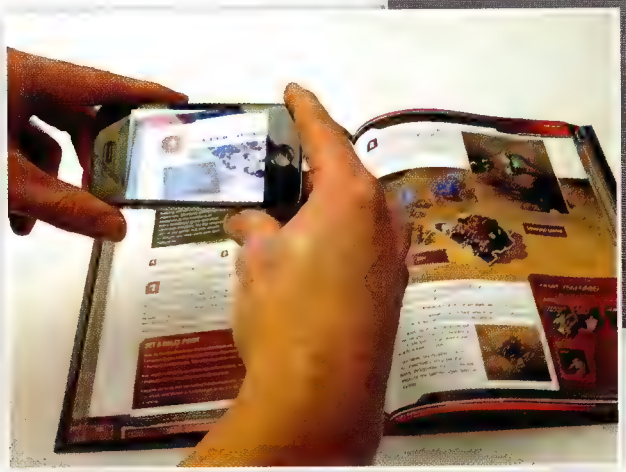
Once the Aura is completely loaded, which only takes a couple seconds, you can move the smart device at your convenience.

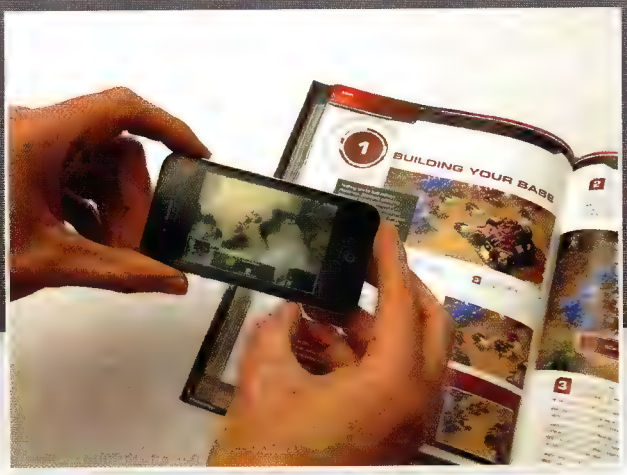
1
BUILDING YOUR BASE
Nothing can be built without resources. Effectively gathering resources is the backbone of every multiplayer game and most Campaign missions. It's the simplest part of the game, but also crucial to ensure you keep pace with your opponents.
1 START GATHERING MINERALS
2 ASSESS YOUR SURROUNDINGS
3 BUILD SUPPLY DEPOTS

FRAMING CORNERS

NAVIGATION PROPERTIES

After the video begins, you can tap the video to go full screen. To watch the video multiple times, you will need to load the Aura each time.





CONTROLS

StarCraft II has some very complicated and completely customizable keyboard and mouse controls. The advanced menus and huge lists of controls and options can be intimidating. Here, we'll cover the most important things you should know about *StarCraft II's* controls. The more complicated options are covered in our Multiplayer chapters for when you've begun to get a hang of the game as a whole.

1 HOT KEYS
2 REMOTE COMMANDS
3 MOUSE OPTIONS
4 MAP NAVIGATION

1 HOT KEYS

Hot keys help you quickly navigate the map, and even issue commands to your units and buildings without changing your view location.

The most basic and important use for hot keys in *StarCraft II* is to assign battle groups to your number keys. You can assign both units and buildings as either a group or solo, to any of the numbered keys at the top of your keyboard.

To assign a hot key:

1. Select the units or buildings you want to assign.
2. Hold down the Control key and hit the number you want to assign the units to.

Once a hotkey has been assigned, hitting the key once will select the unit. Hitting the key twice quickly will center your view window on the unit.

2 REMOTE COMMANDS

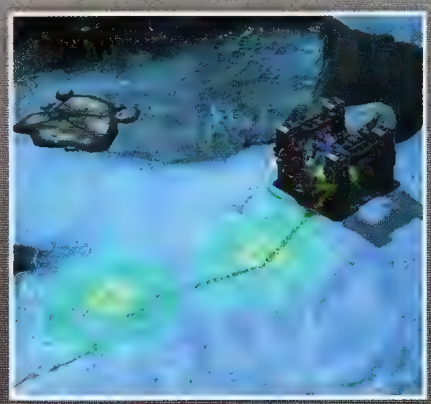
Many new players tend to favor hitting a hotkey twice to zoom to a selected unit or building. It's important to note however, that simply selecting via hotkey allows you to issue commands. This means if you assign your Command Center to "5," you can simply hit 5 to order more SCVs to be manufactured without having to take your eyes off a battle or scout mission.

This is the best way to issue build orders later in the game and ensure your buildings are never idle. Assign your primary production buildings such as Barracks and Factories to hot keys to quickly check on any building units and start building new units without having to return your screen back to your home base.

SHIFT-CLICKING TO QUEUE

You can queue commands by holding down the Shift key when you issue an order. As a beginning player, this is most useful when you are issuing build commands to your drones. For instance, you can have a SCV queue up building five Supply Depots by repeatedly Shift-clicking as you put down each Supply Depot.

Just make sure you have enough minerals!



3 MOUSE OPTIONS

Mastering your mouse is crucial to effectively issuing commands to your armies. While much of *StarCraft's* strategy lies in correctly building your economy and picking the right offensive and defensive strategies, good mouse work can change the tide of a losing battle, or ensure a crushing victory.

The most important Mouse option is Mouse Sensitivity. *StarCraft* demands a lot of quick, precise movements. As such, you want to make sure that your Mouse Sensitivity is high enough to ensure you only have to move your hand about a half an inch any direction to scroll the length of your screen.

This level of sensitivity might take some practice, but it ensures quick, precise mouse movement once you master it.

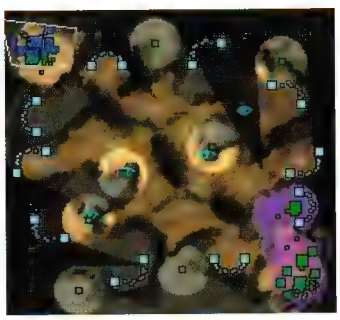
If your mouse movements appear to be lagging slightly, you may want to enable the "Reduce Mouse Lag" option. This eliminates any delay on your mouse, at the cost of performance.

4 MAP NAVIGATION

Most new players will move around the map by moving their mouse to the edge of the screen. This is a bad habit that you should try to avoid using. "Pushing" the map in this manner results in imprecise movement, and can waste valuable seconds as you try to get the screen centered on the action.

Instead, click on the mini-map in the bottom left corner of your screen to navigate the map. You can see exactly where the action is and quickly click around the map to fully assess any situation.

If you find yourself impulsively using mouse scroll, and want to train yourself not to use it, you can disable it in the Controls Options.



SCOUTING

In *StarCraft II*, scouting is a necessity for successful play. All players should scout to help prevent surprises and get as much early-intel as they can on your opponents.

1 HOW TO SCOUT
2 KNOW YOUR WEAKNESSES
3 KNOW YOUR OPPONENTS

1 HOW TO SCOUT

If you send a scout into enemy territory and forget about them, it's not uncommon for them to get destroyed off-screen when you aren't paying attention. It's vital that you are focused on your scout when they are in enemy-territory so you can see as much as your opponents base as possible before the Fog of War sets in.

To help facilitate this, bind your scout to a hotkey. Keep an eye on your mini-map while you are building out your base, and as soon as your scout is near your enemy's base, double-tap the hot key to zoom to the area. Try to sneak around the edge of the enemy base platform to get a good peak at the buildings in the area.

2 KNOW YOUR WEAKNESSES

When planning and developing your build orders, it's important to keep in mind what types of units you will be weak against. No build is invulnerable, and even the best strategies have weaknesses.

For instance, if you are planning on attacking with a large force of Zerg Roaches, then you need to watch out for players amassing armies of Marauders.

On the other side of the battlefield, if you are planning on attacking with Thors, but see your opponent has a Roach Warren, then you will need to prepare some Marauders to counter an impending Roach rush that will likely arrive before your Thors are ready.

The first step you should take is to identify which enemies are bad news for your units, and then learn to spot them so you can adjust your strategy.

3 KNOW YOUR OPPONENTS

It's important to learn to identify all units merely by looking at them, as you may only get a glimpse before your probing scout is destroyed. It's not enough to just memorize what enemies look like (that's easy enough), it's also vital to remember what enemy buildings look like.

In the example above, the player would have to know enough about the Zerg to identify the Roach Warren in the moment before his scout is killed, allowing him to adequately prepare a defense for a Roach rush. Check out the Units & Buildings section of this guide to get a good look at the large variety of buildings you will run across in enemy territory.

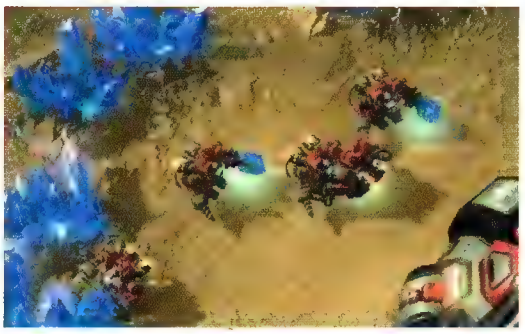
1 BUILDING YOUR BASE

Nothing can be built without resources. Effectively gathering resources is the backbone of every multiplayer game and most Campaign missions. It's the simplest part of the game, but also crucial to ensure you keep pace with your opponents.

1 START GATHERING MINERALS
2 ASSESS YOUR SURROUNDINGS
3 BUILD SUPPLY DEPOTS

"Go ahead commander." – Jim Raynor

1 START GATHERING MINERALS



First things first, you need to start gathering resources. Terrans gather resources with their SCVs. Initially, Terrans need Minerals. Collecting Vespene Gas can wait.

At the start of the match, your Command Center is already built in the center of the screen. In *Heart of the Swarm* your six SCVs automatically start collecting Minerals from nearby Mineral Fields.

Select your Command Center and begin building another SCV.

SET A RALLY POINT

While the initial Command Center automatically sets the worker waypoint, subsequent Command Centers need a rally point. With your Command Center selected, right click on one of the nearby mineral clusters. This sets a waypoint for your SCVs.

Now, whenever new SCVs are created, they will immediately start collecting minerals. This prevents your SCVs from sitting around with no orders.

Waypoints can be set from any building that can create units. Use it with Barracks to automatically send Marines to fortify Bunkers, or use it to set a rally point for newly build ships and vehicles.

2 ASSESS YOUR SURROUNDINGS

The next step in planning your base is to figure out how the map is laid out. All of the official maps have a chokepoint in your starting area to help you defend against enemy advances. This chokepoint is key for establishing your defenses, figure out where it is by exploring the area with a SCV unit.

3 BUILD SUPPLY DEPOTS

As you collect more Minerals, start working on your eighth, and then ninth SCV units.

After your ninth SCV is queued in the Command Center, it's time to start building Supply Depots so that you can start constructing your initial defenses.

Supply Depots cost 100 Minerals to build and increase your army's maximum population by eight. You also need a Supply Depot to unlock the ability to build a Barracks.

Supply Depots have the ability to lower which makes them a critical part of your defense. We'll get more into that in the next section. For now, build the Supply Depot near your base.

WHAT YOU NEED

STRUCTURES

UNITS

2 PREPARING YOUR DEFENSE

Now that your SCVs are filling your war coffers with minerals, it's time to ready your defense. Create a simple defensive barrier to ward off rushes, and start building out your economy and infrastructure.

1 PREPARE YOUR DEFENSE
2 CONSTRUCT A BARRACKS
3 GATHER VESPENE

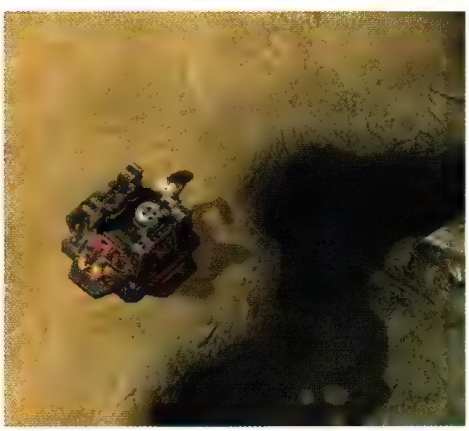
"You want a piece of me, boy?" – Anonymous Marine

1 PREPARE YOUR DEFENSE

You should always plan for the worst. The most immediate threat in *StarCraft II* is a Zerg rush invasion destroying your base before you've setup any defenses or built any defensive units.

WALLING OFF

It's time to wall off your base. Build three Supply Depots at the base-side of your chokepoint path. Build them in a curved line, and they will give you adequate cover as you prepare your armed defenses.



This line will buy you time in case your opponent decides to rush you.

Since Supply Depots can lower (Hotkey "R"), you can still get your own troops out in the battlefield once they are ready.

EXCEPTIONS TO THE RULE

Walling Off is not necessary if you are playing against a player you know is not going to rush you. Instead, you can spread your Supply Depots around the outskirts of your base to extend your playfield vision.

2 CONSTRUCT A BARRACKS

While you are building Supply Depots with one SCV, grab a second SCV and start building a Barracks. You can use the Barracks to help wall off the chokepoint further, or just place it in convenient location.

BUILDING A MARINE DEFENSE

Once the Barracks is constructed, it's time to start building defensive units.

Initially, the only unit available is the Marine. Marines are expendable units that won't win the game for you, but have a good chance of repelling any attacks from enemies in the first few minutes of the game. Build at least four Marines as your starting defense.

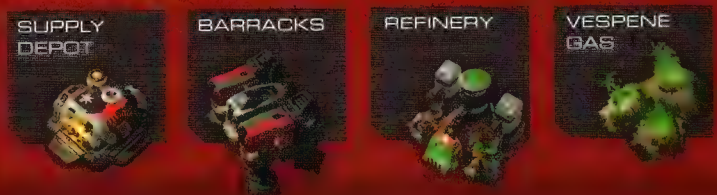
3 GATHER VESPENE

To build all but the most basic units, you need Vespene Gas. This is a good time build a Refinery. Grab one of your mineral-mining SCVs and instruct him to build a Refinery on one of the Vespene Gas fields near your base.

For most strategies, one Refinery is enough Gas for your army in the beginning portions of the game. Each Refinery can be worked by up to three SCVs.

WHAT YOU NEED

STRUCTURES



UNITS

3 BUILD OUT

Now that you have taken the first steps towards establishing your base, it's time to begin working on the high-end buildings that will pump out your army.

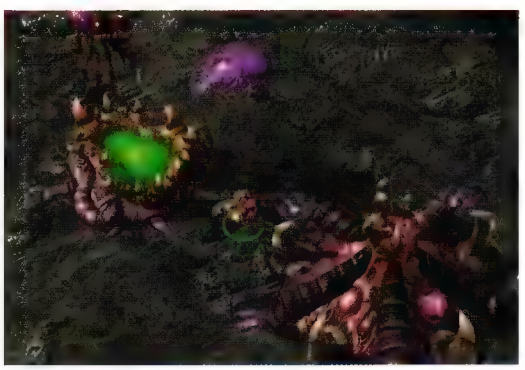
1 BEGIN SCOUTING

2 DETERMINE YOUR BUILD

3 CONSTRUCT ADVANCED BUILDINGS

"Woo hoo! Overtime!" – Anonymous SCV Operator

1 BEGIN SCOUTING



For Terran scouting, use a SCV to explore the map and discover where your opponents are located.

Once you have found which end of the map they are hiding in, it's worth sacrificing a unit to see if you can determine what units they are building. As you gain experience, you will be able to modify your build strategies to better counter your opponents' units.

This is also why "walling off" your chokepoint is important to your defense.

RUSH DEFENSE

If your scouting reveals that your opponent is amassing low-end units, you should immediately focus on strengthening your defense. Take a break from building your infrastructure and focus on building and manning two bunkers near your chokepoint to help strengthen your Marine defenses.

2 DETERMINE YOUR BUILD

There are as many *StarCraft II* build orders as there are players, and picking one strategy is your next task. When determining the units that make up your army, you want to factor in all variables. Cost (both minerals and gas), prerequisite buildings, unit versatility, and overall power in combat are all very important factors to consider.

As a beginner, it's not a bad idea to stick to building lower units on the tech tree. Units like the Battlecruiser and Thor will require a lot of experience to get out before your enemy starts pounding your defensive barrier.

It's best to stick to one to three low-tech units. Marauders, Marines, and Hellions are all great units to focus on. If you decide to focus on a unit type that requires Vespene Gas, you will want to build a second refinery as soon as possible.

3 CONSTRUCT ADVANCED BUILDINGS

Even if you are only planning a simple Marine rush, building out beyond your Barracks is very important. Some buildings like the Factory and Starport are required to build units, but some like the Armory and Engineering Bay are designed to make the units you have more powerful.

After you have maxed out the number of SCVs working your Vespene Geyser and Mineral Fields, build two more to help build your new buildings. Try to build out your new buildings while simultaneously building your army.

DOUBLE (OR TRIPLE) DOWN

Another common mistake new players make is they stop building once they have one of a building. Since each building can only build one or two units at a time, you should build multiple versions of whatever building will be pumping out your primary units. If you are building a Hellion army, building two factories is essential. Most players will want two, or even three Barracks as well. More Barracks means a more formidable Terran ground force.

WHAT YOU NEED

STRUCTURES

UNITS

4 ATTACK!

With your buildings completed, it's time to get ready to push into enemy territory.

1 READY YOUR ARMY
2 INITIAL ATTACK
3 REINFORCEMENTS

"It's about damn time!" – Tychus Findlay

1 READY YOUR ARMY

Even the best players don't know for sure their army is strong enough to take down their opponent until an actual attack on a base commences. Deciding your army is strong enough to forge an attack is the most important decision you will make all game.

While you are waiting for your army to build, continue scouting the enemy to see what types of resistance you can expect and note any base expansions that pop up on the map.

It's common for new players to wait too long to attack their opponents. You don't need to completely overwhelm your opponent to win, you just need to destroy key assets to sabotage their ability to build new units and gut their defense.

2 INITIAL ATTACK

Once you have a mix of about 16 units, it's time to move for an attack. Your soldiers attack anything they see indiscriminately; you need to keep their fire focused on important targets.

SELECTING TARGETS

As you move towards the enemy, your top priority needs to be any units that can return serious damage to your units. This understanding is different for each army build and takes experience to learn.

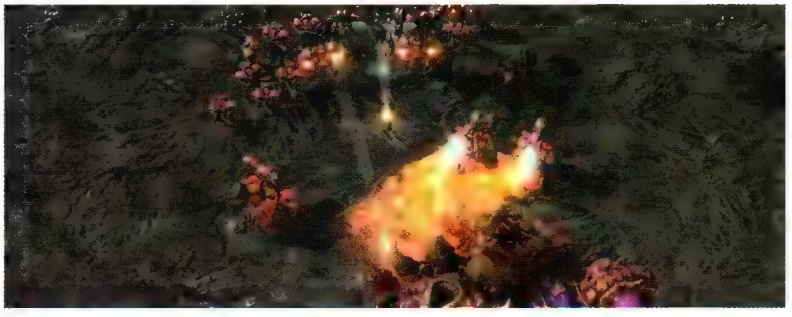
Target vulnerable enemy resource gatherers and key unit-producing structures. You'll have a good idea what structures are important by playing through the Beginner's Guide for each race. Don't waste time attacking any building that cannot produce units, and don't bother attacking the core structure.

EMERGENCY DEFENSE

It's vital that you continue producing units while attacking your enemies. Using hotkey techniques taught earlier, remote command your Barracks, Factories, and Starports so that you can continue pumping out units for defense and an additional attack wave.

3 REINFORCEMENTS

In *StarCraft II*, even the best laid plans can fall apart in an instant. If your units end up outnumbered or are mismatched against your enemy, you need to quickly react to the problem and begin a strategic withdrawal. Reinforcing your squad may require building new types of units for better air support, siege weaponry, or faster units.



FULL RETREAT!

Saving an outmatched squad is vital to repelling any counterattack your opponents have planned for you. Even if it's impossible to save the majority of your squad, it's often possible to save half by splitting your squad into two. Have them retreat in different directions. This maneuver will allow you to send the surviving squad back to your base to regroup.

Even if your initial attack fails, it's likely you did some damage to your opponents units, buildings, and economy. Don't give up. Rebuild at your base, upgrade your units, and learn from your mistakes. It isn't about a single battle, but the economy.

WHAT YOU NEED

STRUCTURES

BARRACKS

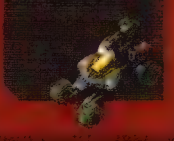
FACTORY

UNITS

MARINE

MARAUDER

HELLION



1 BUILDING YOUR BASE

The Protoss require Vespene Gas and Minerals to warp down units from their homeworld. While Protoss collect materials in a similar manner as Terrans, their initial build strategies differ significantly.

1 START GATHERING MINERALS
2 ASSESS YOUR SURROUNDINGS
3 BUILD PYLONS

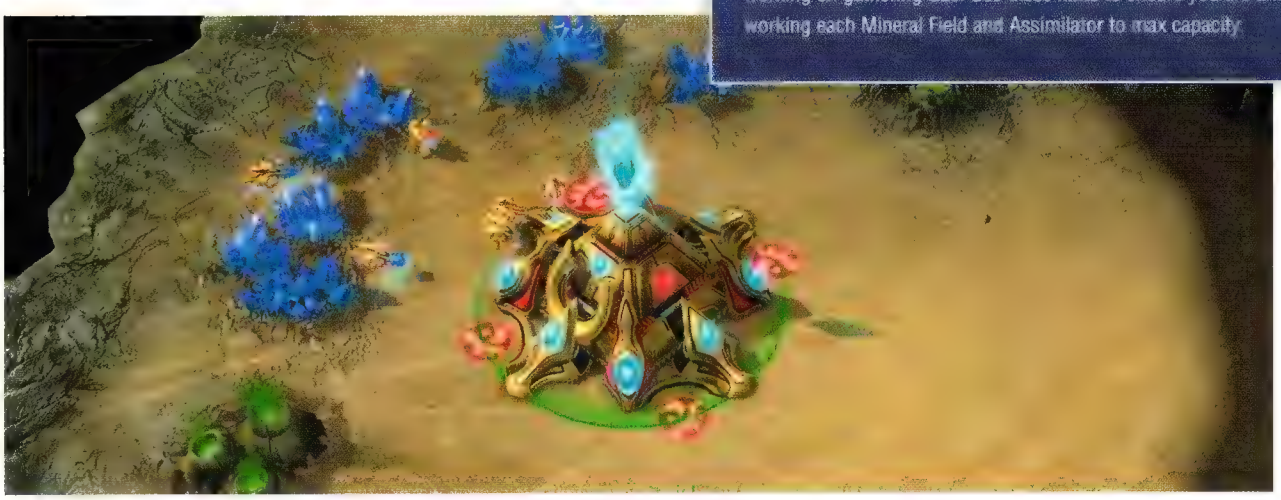
"Our path is clear." – Artanis, Protoss Templar

1 START GATHERING MINERALS

As Protoss, you start each match with six Probes. These Probes will immediately start working on gathering the minerals near your Nexus. Select your Nexus and start building two more Probes. They will automatically start collecting minerals.

DON'T STOP BUILDING PROBES

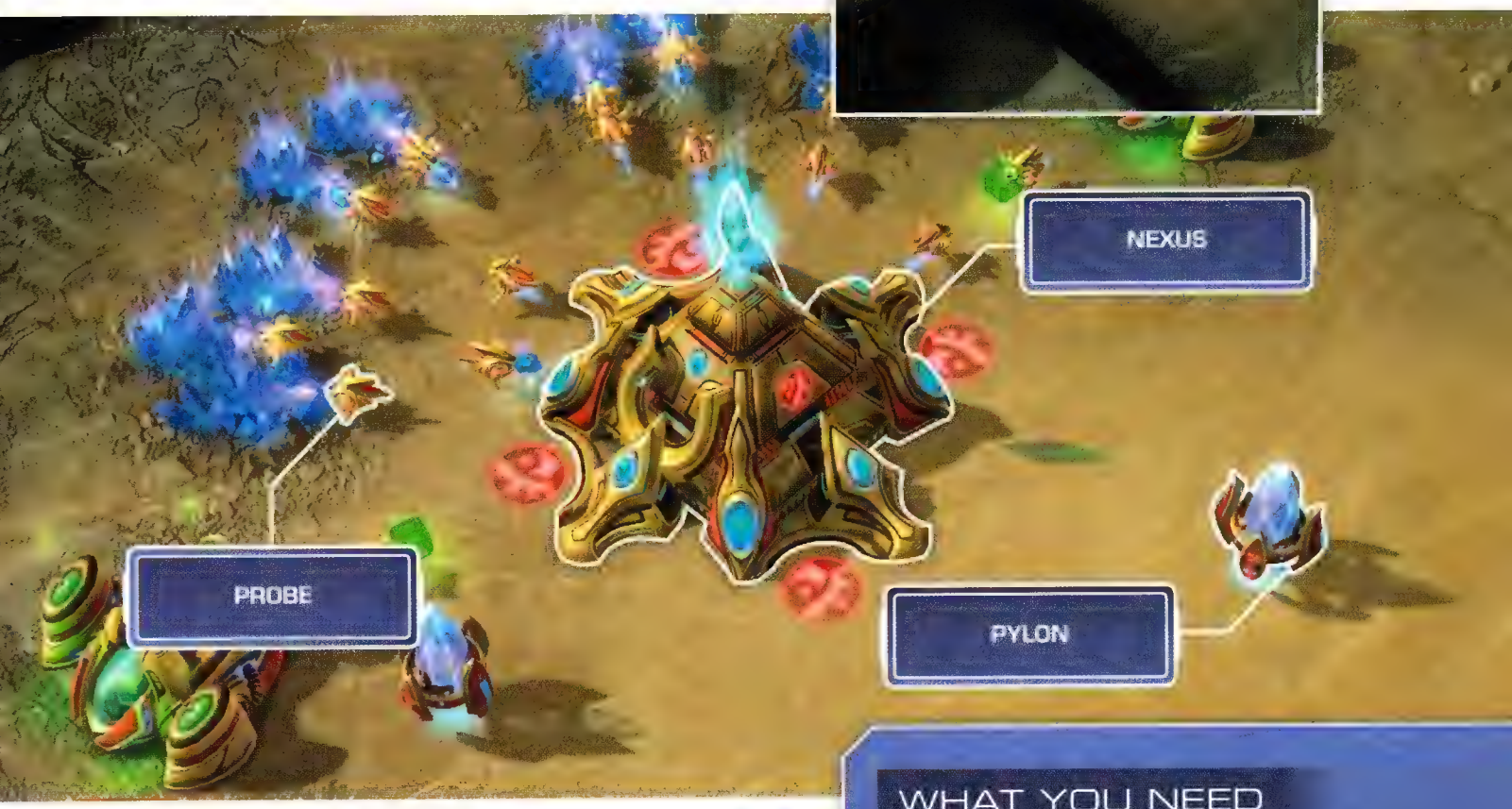
One of the nice features of the recent Starcraft expansion is that you can quickly see how many Probes are working on each deposit. Mouse over your Nexus to see how many are gathering minerals. Similarly, mouse over your Assimilators to see how many Probes are working on gathering Gas. Use these hints to ensure you are always working each Mineral Field and Assimilator to max capacity.



2 ASSESS YOUR SURROUNDINGS

Use a Probe to find the ramp that leads out to the main map. This is where your enemies will most likely attack from. Most maps and starting areas only have one ramp, but this initial exploration is key to getting your bearings.

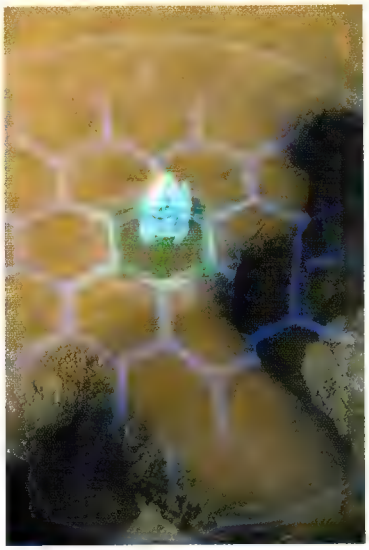
When you get into more advanced build orders, this is also a good time to assess where you will build your second base to double your resource income. For now, we'll be focusing on a one-base strategy.



3 BUILD PYLONS

You need to build a Pylon to continue building probes.

Pylons also provide power to Protoss buildings. For this reason, make sure the energy signatures of each Pylon build covers new territory. All future buildings and defense structures will be powered by Pylons. If a Pylon is destroyed, those buildings drawing power from that Pylon become inactive.



WHAT YOU NEED

STRUCTURES

UNITS

2 PREPARING YOUR DEFENSE

You now need to prepare for a rush attack from the Terrans or Zerg. Both can come at you with troops early. Luckily, Protoss can have excellent early defenses that can blunt rushes.

1 BEGIN SCOUTING
2 BUILD YOUR GATEWAY
3 GATHER VESPENE

"I hunger for battle..." – Fenix, Protoss Zealot

1 BEGIN SCOUTING

Use the Probe you used to build your first Pylon to start scouting the enemy early on. Scouting will give you much needed intel on what strategy your opponents are using on the map. It also gives you the intel of the enemy location. Probes are quick moving, and can give you a lot of info on your enemy before they are destroyed.

PROBES ARE MULTI-TASKERS

One of the coolest features of the Protoss is that the Probes can Warp In buildings and continue on to other tasks. This allows you to build out your infrastructure while only momentarily diverting Probes from their primary tasks. Use shift-click to order Probes to perform a series of build actions, then return to mining.

2 BUILD YOUR GATEWAY

While scouting, you will mine enough resources to build your first Gateway. Gateways are required to Warp In all ground units, and are a key structure in all builds.

Build your first Gateway near your base's entrance ramp to create an even-more-narrow chokepoint.

CHRONO BOOST TO SUCCESS!

As your Nexus gains energy in the early stages of a match, it will unlock the powerful Chrono Boost power. Use Chrono Boost on your buildings to speed up the construction of key early units and technologies.

Your first couple of Chrono Boosts should be used to speed up Probe Construction, this dramatically improves the speed at which Protoss expand in the early stages.

3 GATHER VESPENE

Protoss need a lot of Vespene Gas. So you will want to build two Vespene Gas Assimilators as soon as possible. You should have enough minerals to build them shortly after getting started on the Gateway. Put down two Assimilators, and reassign Probes to start collecting the gas as soon as they are completed.

WHAT YOU NEED

STRUCTURES

UNITS

3 BUILD OUT

Up to this point, you can only build Zealots. It's time to start building your army while expanding your base's capabilities to build more advanced units.

1 BUILD ZEALOTS

2 BUILD A CYBERNETICS CORE

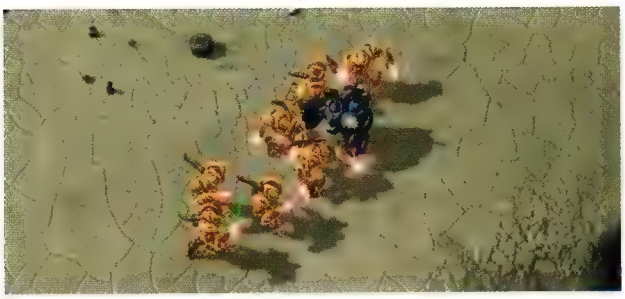
3 CREATE YOUR CORE ARMY

"We will do what we must..." – Zeratul, Dark Templar

1 BUILD ZEALOTS

No matter which build order you use, Zealots will make up your early defense, and likely play a roll in your initial attack on your enemy's base. Use extra minerals to start building Zealots to defend against any early enemy incursions. Zealots should be able to fend off most initial attacks as long as you have created a choke point on your ramp with your initial buildings.

A Zealot standing in a narrow corridor is very difficult for first round units to defeat. If a ranged attacker tries to pick off your Zealot, move him back into your base and force them to come up the ramp to attack at close-range, where the Zealot is best-suited.



2 BUILD A CYBERNETICS CORE

All Protoss advanced buildings require a Cybernetics Core, so getting one built ASAP is essential for almost all build orders. You can build your Cybernetics Core near your base's exit ramp to further choke off the entrance, but be very careful to leave enough room to get your large ground units out to the main area.

PROBES AREN'T HELPLESS

If you get hit by a big rush early in the match, it's quite possible you'll lose any initial Zealots you have in your defense, particularly if you are facing a skilled opponent. If you lose the battle, and find yourself defenseless against a small number of enemy troops, order your Probes to move in for the attack. They don't do much damage, but it might be enough to save the battle and kill the remaining invaders.

WHAT YOU NEED

STRUCTURES

UNITS

3 CREATE YOUR CORE ARMY

Before you figure out what kind of attack force you want to construct, make sure to build an adequate number of Zealots and Stalkers. These units form the core of any Protoss army, and with the Warp Gate upgrade can provide you with speedy reinforcements in the middle of battle.

4 ATTACK!

Now it's time to build the units that will make up your initial push into enemy lands. Having a diverse army helps, but what really gives the Protoss the edge are their deadly advanced units.

1 ADVANCED BUILDINGS
2 PUSH INTO YOUR ENEMY'S BASE
3 REINFORCEMENTS: WARP GATES

"All warriors shall come to a crossroads, and there shall fate pass judgment" – Protoss Proverb

1 ADVANCED BUILDINGS

Now that you have determined what units you will focus on in your initial push, it's time to construct an advanced building. Build the Twilight Council, Stargate, or Robotics Facility, depending on your preferred strategy.

FOCUS ON ONE

The key for beginners is to focus on one path. Live multiplayer games of *StarCraft II* rarely last long enough to build everything. You must pick an army build that matches your play style and learn to build to it quickly.

Experiment with building one of the advanced buildings and creating units to support your core army.

While these buildings are working, start building Zealots and Stalkers. If you want some bonus defensive powers, Sentries help as well. Sentries can help your units with defensive shields, and walls that can break up enemy groups.

2 PUSH INTO YOUR ENEMY'S BASE

When you have about four of your advanced units (and several Zealots and Stalkers), it's time for your initial push.

Protoss are slower at developing than both Terran and Zerg, so if you are playing against one of those enemies, you may want to hold off and keep your units back to defend your base. It is often easier to defend a base at your choke point rather than meeting the enemy in the open field.

Once you are ready to push on, send your troops to the outskirts of your enemy's base. Keep your Zealots back while your ranged attacks start hammering the base defenses. If the enemy sends in ground units, intercept them with your Zealots before they get to your ranged attackers.

3 REINFORCEMENTS: WARP GATES

Before charging into the enemy's base, it's advisable to prepare your reinforcements strategy. Protoss have a very cool Warp Gate technology that lets you "teleport" in Zealots and Stalkers wherever there is an active Pylon.

Send a Probe up with your first push and have them lay down Pylons outside your enemy's base. Now, convert your Gateways into Warp Gates, and you can warp units in to your advanced Pylon every few seconds. You will need to make sure this tech is researched in your Cybernetics Core building.

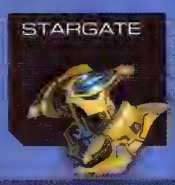
This a fantastic way to keep Protoss troops pouring in as you begin your assault. You can also build multiple Gateways and convert them to Warp Gates to dramatically improve the number of reinforcements you can warp.

"W" IS FOR WARP GATE

Hit the "W" key to auto-select all of your Warp Gates. This allows you to Warp In allies without ever having to take your eyes off the battlefield.

WHAT YOU NEED

STRUCTURES



UNITS

1 BUILDING YOUR SWARM

Like their enemies, the Zerg need Minerals and Gas to prosper. But, that's where the similarities end. Running Zerg is much different than either Protoss or Terran and being successful with Zerg means mastering those differences.

1 SPAWN DRONES

2 SCOUT WITH OVERLORD

3 BUILD MORE OVERLORDS

"Live for the Swarm!" – Unknown Zerg-infested Terran

1 SPAWN DRONES

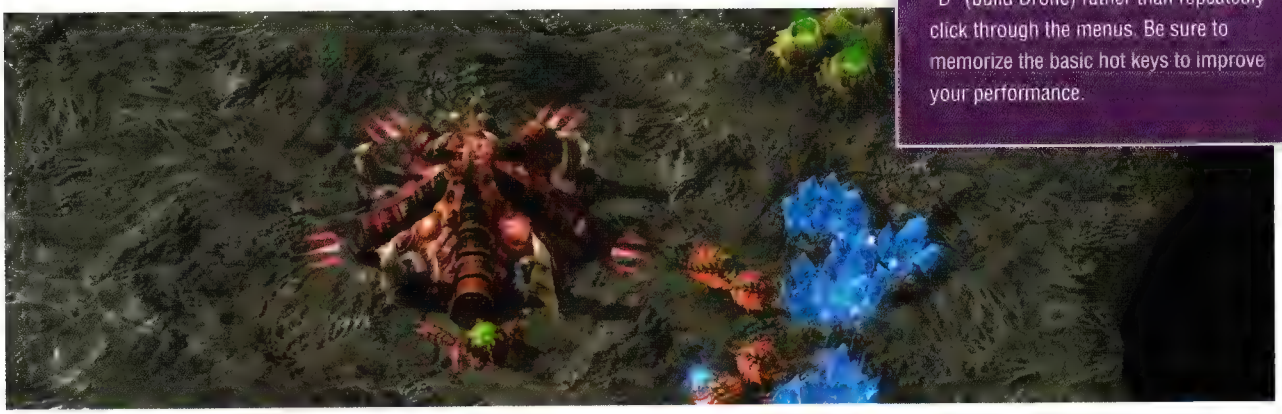
Every Zerg player starts off needing more Drones. Creating buildings requires that you sacrifice your Drones, so you need more Drones than the Terran need SCVs or the Protoss need Probes.

Drones are spawned from larva, and your base regularly generates up to three larva at a time. To build a Drone, click on your base, and click the Select Larva button.

Drones also cost 50 minerals, so you will have to wait until your existing drones gather some minerals before you can start increasing their numbers.

ZERG HOTKEYS

Zerg, more than any other race, require at least passing familiarity of the race-specific hot keys. You will regularly have to select your base, select Larva, then select the type of creature you want to spawn. It's much quicker to hit, "5"(custom hot key), "S" (select Larva), "D" (build Drone) rather than repeatedly click through the menus. Be sure to memorize the basic hot keys to improve your performance.



2 SCOUT WITH OVERLORD

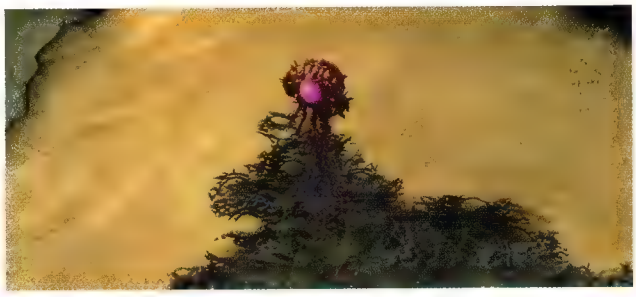
You start the map with one Overlord. This bloated creature moves at a snail's pace, but it can be an effective scout. Particularly if you upgrade it later in the game. For now, send it to find your enemy's location. It can get shot down, but most early-game units are too weak to do serious damage to it.

Additionally, Overlords fly, so they can easily traverse and retreat to air-only areas where ground units can't touch them.

3 BUILD MORE OVERLORDS

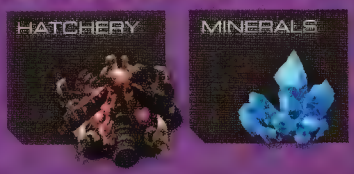
Overlords' primary function is to increase your Zerg population capacity. Each Overlord adds eight to your population limit. Once you hit the population cap, make one new Overlord to push the cap up to 18.

Spread your Overlords around your starting area to highlight the perimeter and keep an eye on enemy movements near your base. Once in position, have them spread Creep.

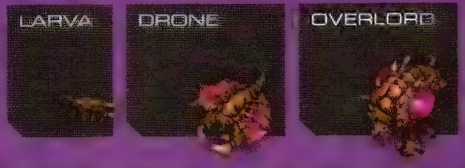


WHAT YOU NEED

STRUCTURES



UNITS



2 REINFORCING THE SWARM

With resource production in place, it's time to start building your first wave of Zerg units.

1 BUILD A SPAWNING POOL

2 BUILD AN EXTRACTOR

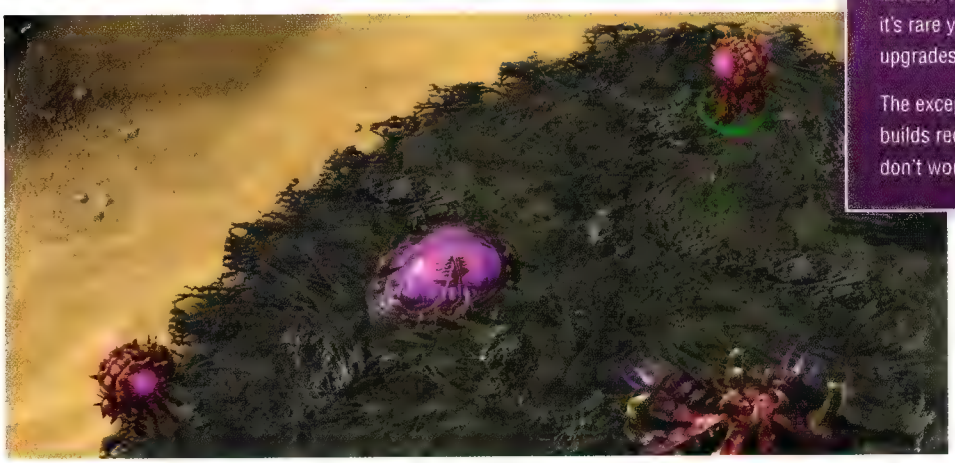
3 BUILD A QUEEN

"You can't plan for the Zerg, General!" – Jim Raynor

1 BUILD A SPAWNING POOL

To create attacking Zerg, you need a Spawning Pool. To build one, you need to sacrifice one of your Drones. Select one of the Drones that's mining Minerals, and as soon as you have enough resources, build a Spawning Pool.

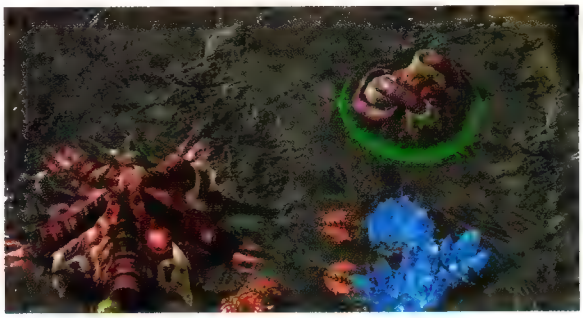
The Spawning Pool takes about 60 seconds to build. While this is going on, pump out a few more Drones.



ONE OF EVERYTHING, PLEASE...

Unlike Terran and Protoss, Zerg generally only require one of each building type. Most Zerg are built from Larva, so having more buildings like Spawning Pools or Roach Warrens provide no benefit. These buildings only offer upgrades, and it's rare you would need to be working on two upgrades simultaneously.

The exception to this is the Hatchery/Lair. Certain builds require multiple Larva spawners. However, don't worry about this now.



2 BUILD AN EXTRACTOR

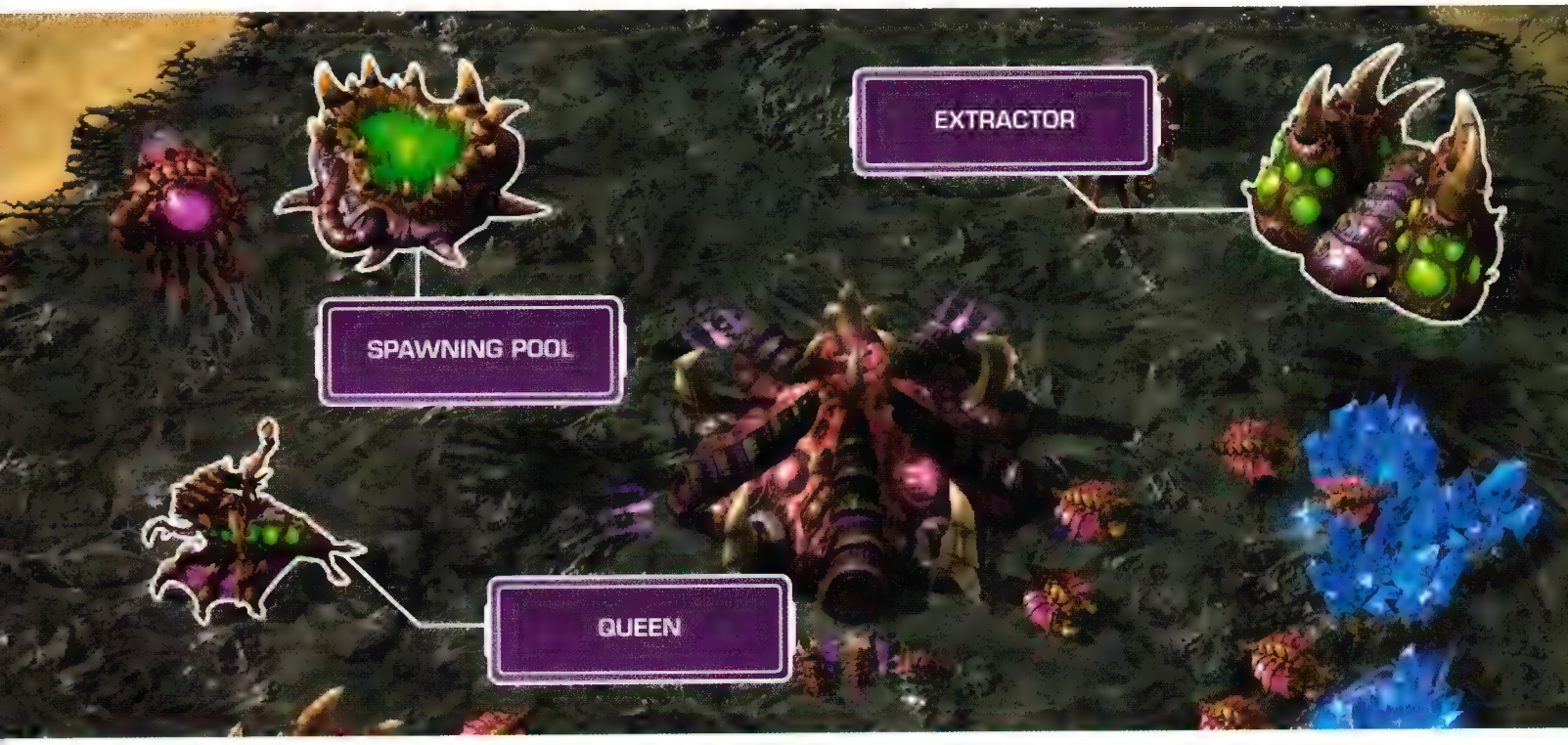
After creating a couple more Drones, snag one and sacrifice it to build an Extractor on a nearby Vespene Geyser. Gas is required for almost all Zerg units, and you need it in large quantities. Getting gas early is key for rushing the enemy with powerful early units like Roaches.

When the Extractor is complete, assign three Drones to mine it. Build more Overlords and Drones until the Spawning Pool is finished.

3 BUILD A QUEEN

As soon as the Spawning Pool finishes, you need to build a Queen. Queens are the key to spawning more Larvae, as she can spawn additional Larvae in your Hatchery with her cooldown ability. For this reason, it is advised to assign her a hot key.

Spawning more Larvae requires energy, but you need to keep an eye on the Queen. Her energy respawns fast enough that the power is usually ready to use as a fresh batch of Larvae pops out.



WHAT YOU NEED

STRUCTURES

UNITS

3 RALLYING THE SWARM

The Queen has given you the extra Larvae you need to build your first army. It's time to decide how you want to attack your opponents. Will it be a traditional Zerg rush, or will you wait for the most devastating units of the swarm to ready?

1 DETERMINE YOUR FIRST LINE UNITS
2 BASE DEFENSE
3 BEGIN SCOUTING

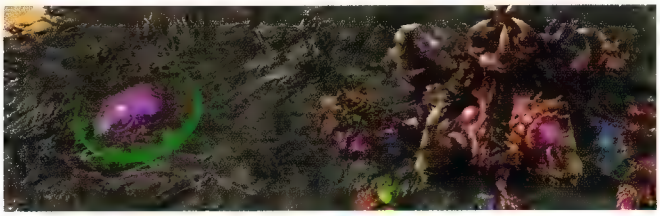
"That ain't no dog. It's a Zergling, Lester!" – Anonymous Terran Sergeant

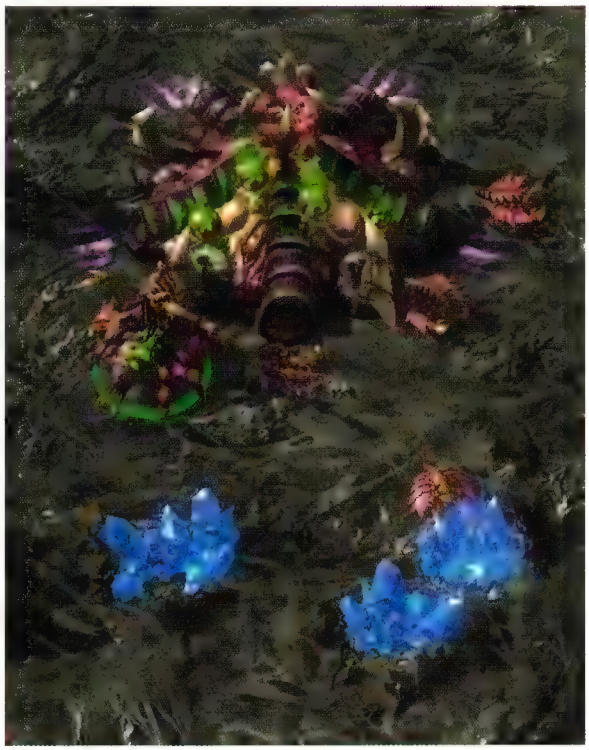
1 DETERMINE YOUR FIRST LINE UNITS

With the Spawning Pool down, the Zerg have a lot of options on how to continue building the army. Which path you choose is based on personal preference and experience. Will you build a massive swarm of Zerglings? Will you attack with a straightforward Roach horde? Perhaps explosive kamikaze Banelings are more to your taste? Or perhaps all of the above?

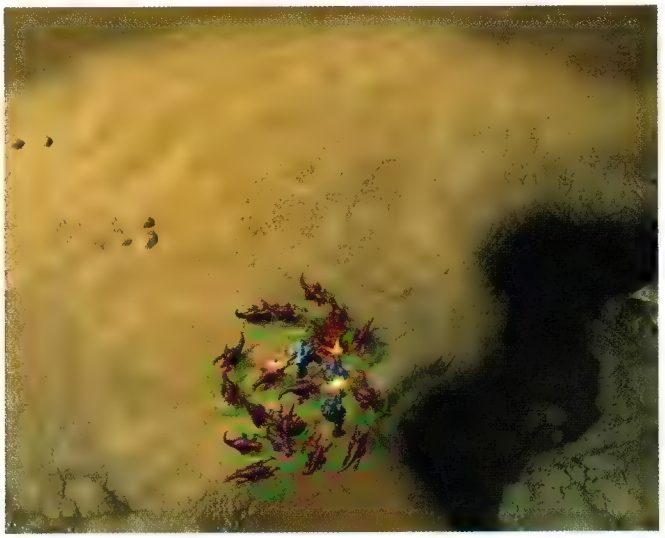
Regardless, you need a first wave of combatants to defend your base from any early incursions from your enemies. You can't wait for a Lair to be ready, and with the Queen providing extra Larva, you need to form your initial army now to avoid wasting Larva.

Go ahead and build a Roach Warren. Their intial Life and similar play style to the Zerglings give them a nice synergy without tasking the player with too much to do.





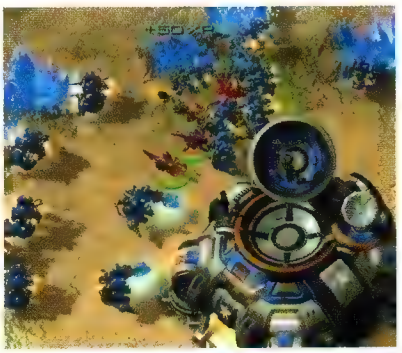
2 BASE DEFENSE



Unlike the other races, the Zerg cannot wall off their base. However, that does not mean they are without means of an early defense. Their initial line of defense are the Zerglings. An experienced Zerg player can reach the point of creating Zergling very quickly. With some good scouting, the Zerg player can almost always attack in force before other races can. Thus, the reason the other races MUST wall-off their base entrances against a "Zerg rush".

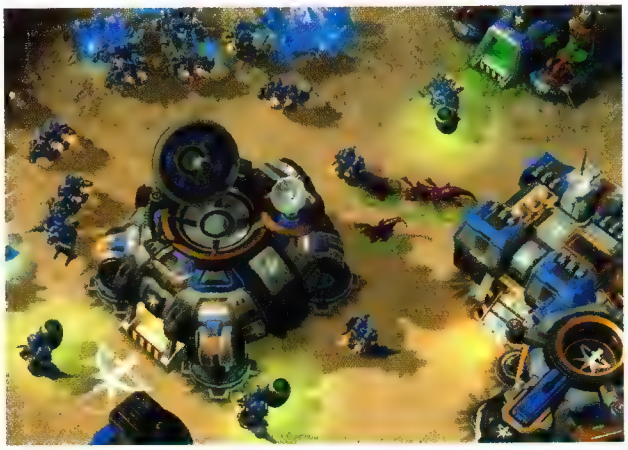
The second thing a Zerg player must understand is that Zerg units move much faster on Creep. Creep is the substance that blankets the ground as a Zerg player expands their base with buldings and expansions. Most importantly, Creep can be extended through the use of Creep Tumors and Overlords.

3 BEGIN SCOUTING



Now that you have your initial Zerg spawn, it's time to start harassing your opponent. Hopefully your slow-moving Overlords have found your enemy's base. If so, immediately send your units to harass their defenses. In the best case scenario, they won't be ready for you and you can quickly overwhelm them.

The most important targets are those that inflict damage to an opposing player's economy. An early Zerg rush isn't about wiping out an opponent necessarily, but creating an economic gap that with each Zerg attack becomes wider until it is unsurmountable.



WHAT YOU NEED

STRUCTURES

UNITS

4 ZERGING!

Most players will be able to stand up to your harassment. It's time to finish them off with a second wave of basic units, or upgrade to advanced units.

1 CREATE A SECOND WAVE

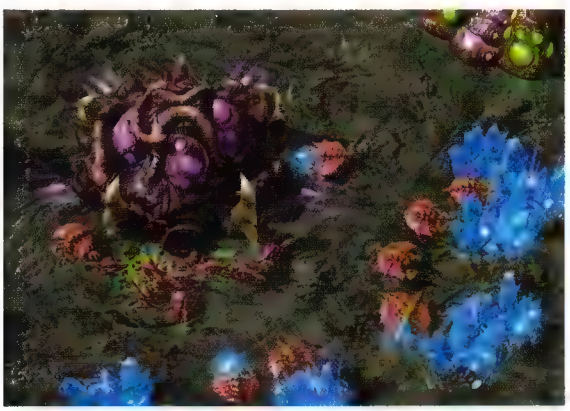
2 UPGRADE TO LAIR

3 BUILD ADVANCED UNITS

"Here I come, ready or not." – Queen of Blades

1 CREATE A SECOND WAVE

You are likely rolling in Minerals at this point in the game, and you should use them to create a second wave of basic units regardless of whether you are planning on committing to advanced units. This second wave can be used to either harass or make a serious attempt at victory against your opponent, depending on how well defended they are and the gap created in your economies by the first wave of attacks.

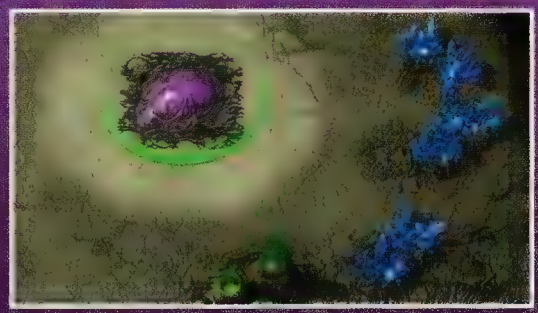


2 UPGRADE TO LAIR

All advanced units require that you upgrade your Hatchery to a Lair. You do this by selecting your Hatchery and selecting the Mutate Lair icon at the bottom left. Mutating to Lair isn't too expensive, but it does take some time, so be sure to continue working on harassing your opponent and building up your basic units while working on it.

EXPANSION

The Zerg expand very well. While building a second Hatchery is expensive, it's generally worth it since the Hatchery can operate on its own without draining resources, giving you more Larvae to work with.



3 BUILD ADVANCED UNITS

If your basic units' attacks didn't completely crumble your enemy's base, it's time to upgrade your offense with advanced units. Focus on building groups of units at once. For example, begin by building a Hydralisk Den, and pumping out several Hydralisks, then move on to other creatures like Swarm Hosts and Corruptors.

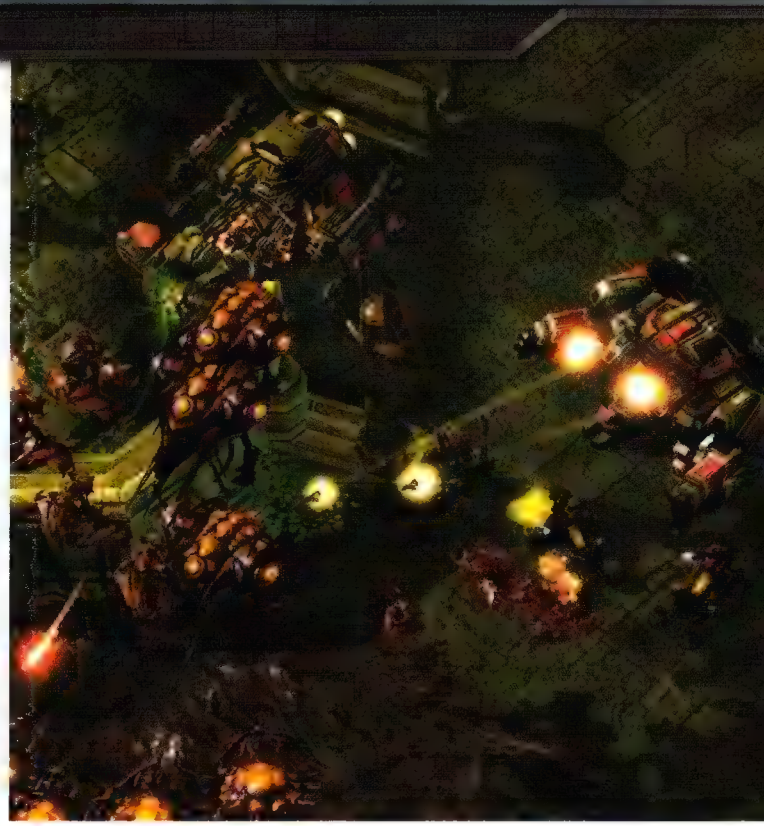
If you find yourself with extra Larva due to limits on Minerals or Gas, don't let the Larva go to waste, use them to enhance your army further with basic units or extra drones.

WHAT YOU NEED

STRUCTURES

UNITS

FUNDAMENTALS



As indicated in the previous guide, we were then and are now still well aware of the limitations of a fixed print strategy guide for a constantly changing online game. Thankfully, while numbers have been tweaked, abilities adjusted, and maps changed, the heart of the gameplay has remained constant for all of this time. Much of what we discussed for *Wings of Liberty* is still just as relevant today as when the game launched.

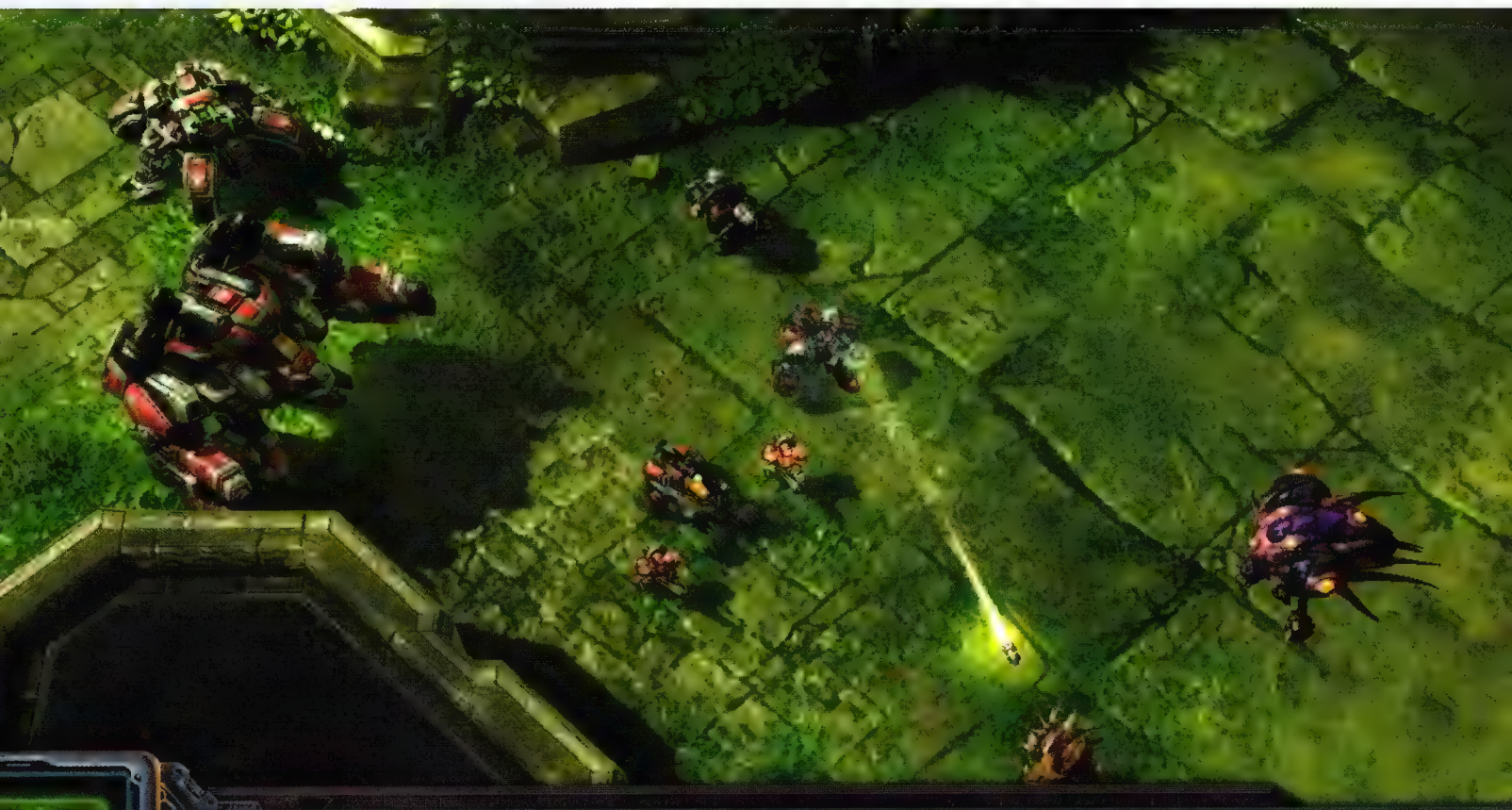
For advice and suggestions on training and improving your gameplay in multiplayer, this is the section for you. This portion of the guide has been updated with the various changes—some large and obvious, some small and subtle—made in *Heart of the Swarm*.

If you are a more experienced player who has been away for some time, you can skip to the units section. This provides a quick look at how the races have changed with new units and modifications to their abilities.

This chapter is a ground of bedrock from which you can naturally improve your play. Specific numbers on some of the units will change, and even some abilities may see dramatic changes over time. But it is possible to develop an understanding of the gameplay that will allow you to quickly adapt to any changes, no matter how large or small.

Beyond the specifics of each race's units and buildings, certain truisms apply to any strategy game, *StarCraft II* included—no matter how the game evolves over time. A quick and aggressive rush is always dangerous. Smart, sturdy base defense is always critical. Reading your opponent's actions correctly and responding appropriately will always be important. You can always improve your own skill by speeding up your play and improving how well you manage your own limited time in the heat of battle.

It is our hope that this guide will provide you with a firm grounding for playing *StarCraft II* in multiplayer, whether your interest is in really heavy competitive gaming or simply spending some time with friends.



STARCRAFT USER INTERFACE

TIME

When we refer to times in StarCraft II, unless otherwise noted, we are referring to the **listed**, **in-game** times on units, buildings, and abilities. We bring up this point because Ladder games in StarCraft II are played at Faster game speed, which runs at 1.4 seconds per "real" second (that'd be 1.2 for Fast, and 1.0 for Normal!).

Consequently, not only will your units and structures be built more quickly than you might expect, research finishes sooner, and combat is over faster! Note that when watching a replay, the clock will tick faster as well. While the speed is faster than real time, you can still use replays to compare relative build times.

Don't let this trip up your build time calculations. You can still easily compare the total length of time it takes to get to a particular unit or technology "on paper." If you really want the actual real world times in a Ladder match, divide the listed times by 1.4 for the exact number, or mentally shave off about 30% for a quick estimate.

The most basic and fundamental aspect of playing *StarCraft II* is controlling your units and developing your bases successfully. Doing so efficiently requires understanding what can and cannot be done within the user interface.

There is almost always room to improve your speed when using the UI. While it is *not* necessary that you have incredibly high Actions per Minute (APM) to play competitively online, it is important that you fully understand all of the options available to you.

CONTROLS

Most controls in *StarCraft II* should be very familiar to you if you have played any RTS games in the past several years. But just in case, we'll touch on some basics.

MOUSE BASICS

In general, *left-clicking* selects units, or places abilities. *Right-clicking* issues context sensitive orders. Right-click on the ground to move, right-click on an enemy unit to attack it, right-click on a Mineral Field with a worker to harvest it, etc.

CONTROL QUEUING

By holding the Shift key while issuing almost any order in the game, you can queue up multiple actions for any unit or group of units. This is particularly useful for queuing scouting movement, focus firing several enemy units in sequence, or building multiple structures quickly.

Additionally, while a unit or group is selected, any queued commands for the unit are visible onscreen, with green lines for movement orders, red lines for attack orders, and blue lines for patrol orders.

Note that you *can* queue up a hold position or hold fire order, though it may not be immediately apparent that the order has been followed. You have to check the unit's control pane when it arrives at its destination to verify that it's in hold position or hold fire mode.

ABILITY QUEUING

By default, casters in StarCraft II act in "smartcast" mode. Only a single ability will be cast per click (or hotkey press), and the closest possible caster will cast, or move into range to cast or use an ability.

To cast more than once, you either need to press the ability button or hotkey again, or you need to hold Shift and click multiple times.

Holding Shift after you activate a targeted ability can be useful. While the ability is on your mouse pointer and Shift is held, you can safely right-click on the minimap to move the screen around, without accidentally issuing a movement or attack order.

This is also particularly handy for economic boosting abilities such as the MULE, Spawn Larvae, and Chrono Boost. You can activate hold Shift, and then quickly zip around the minimap with right-clicks, without worrying about accidentally setting a rally point.

SELECT

Selection is accomplished simply by left-clicking on a unit. Double-click on a unit to select all units of that type on the screen. This is handy for quickly grabbing all of your workers, or selecting all of one type of military unit.

CONTROL-CLICK

Holding Control and clicking on a unit selects all units of that type on screen, just like double-clicking a unit.

The benefit of control-clicking over double-clicking is precision. You can easily control-click a single small unit such as a Zergling or a Marine, where you might miss the double-click.

DRAG SELECT

Drag selection is simply holding the left mouse button and dragging a banding box around multiple units. You can use this to quickly gather up all units in an area. This is particularly handy for grabbing all military units on screen.

SHIFT SELECTION

Shift has several functions in standard gameplay (not melee). When holding Shift, if you add, subtract, consolidate, and divide Control-group select units: they are either added or removed from your unit selection.

If you hold Shift and select units that are not in your current group, they are added to your group. If you hold Shift and select units that are in your current group, they are removed. Note that Shift only works with individual clicks.

Performing this sort of group control seems very basic, but it's actually extremely important. In general, most military [illegible] of units (air, cloaked, transports, etc.), and possibly a third group of casters or other specialists.

Being able to quickly add or remove units from any of those groups is vital. You should always be building reinforcements for your military, and quickly adding those new units to your existing Control Groups is important.

Similarly, sometimes you need to pick out a group of units from an existing mixed group of units. The Shift selection provides you an easy method of doing exactly that.

CONTROL GROUPS

Control Groups are how you manage your military, both in terms of groups of units into armies, and your military production structures back in your base.

Control Groups are an RTS staple, and a very simple concept—select a group of units (or buildings), hold the Control key, and press any number from 1 to 0 on the keyboard.

Once this is done, you can then select that group at any time by simply pressing the number. Pressing the number twice selects the group *and* centers the screen on the group.

Control Groups are a simple concept, but they are *extremely* important. Your military units should *always* be grouped, and your primary production structures should *always* be grouped.

FAST GROUPING

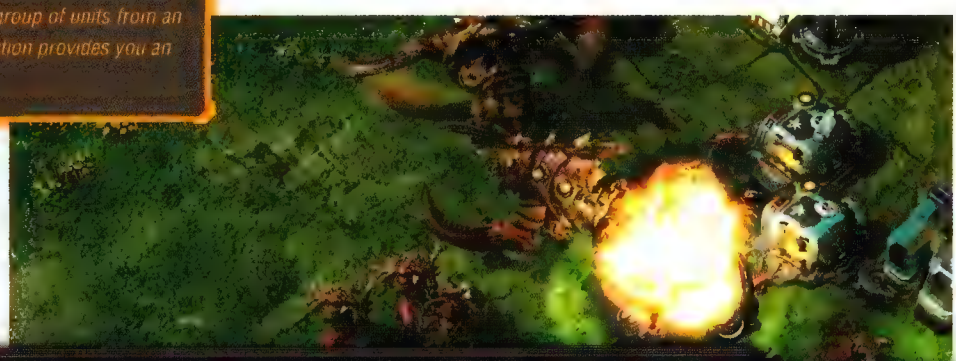
You can [illegible] to your existing army hotkey with ease.

BUILDING HOTKEYS

[illegible] they are building. [illegible] Barracks on 4? Select each new building and hit Shift-4, and then rally them to the same area.

As you gain experience in using Control Groups, you should also get in the habit of placing your upgrade structures into Control Groups. You don't need to hit these as often as your primary army groups, or even your production buildings. But it can be helpful both to remember to keep your upgrades flowing, and to avoid losing time hunting for the buildings in your base.

Each race also has an economic boosting unit or building that should also always be grouped. Conveniently, for both Terran and Protoss, this is their core structure. But for Zerg, it's the Queen, a unit produced from the Hatchery.



BASIC CONTROL GROUPS

Control Groups are a highly personal choice. There isn't really a right or wrong way to set up your groups, as long as you use them consistently from game to game.

We're presenting a simple template for your use here. The specific numbers aren't important, only that you are consistent about what units and buildings are used on what numbers.

- Control Group 1-3: Military units
- Control Group 4-6: Production structures
- Control Group 7-0: Upgrade structures, rarely used units or buildings

As an example, group 1 would be your 'primary army.' Group 2 would be any units that need special micro attention—air units, ranged units that you need to dance, transports, etc. Group 3 would be any casters that need to have their abilities used individually, or a secondary military force (for base defense, etc.)

For your production structures, you *always* want to have your core structures set on one Control Group for worker production.

Beyond that, be sure that your primary military buildings are hotkeyed. Remember that you can place multiple buildings onto one hotkey. For Terran and Protoss, you can place all Barracks, all Stargates, etc., onto one hotkey.

If you're comfortable with hitting Tab repeatedly to cycle through subgroups, there is nothing preventing you from placing *all* of your military structures on one hotkey.

In the case of Zerg, your primary military *and* worker producing building is always your Hatcheries. You always want to have all of them grouped for quick larva access.

The Terran Orbital Command and Protoss Nexus both function as their economic boosters, so they don't require a separate Control Group. But the Zerg must have all of their Queens placed on a Control Group.

For the final hotkeys, you can group buildings such as the Terran Engineering Bay and Armory, Protoss Forge and Cybernetics Core, and Zerg Evolution Chamber and Spire. This gives quick access to your army upgrades.

The main reason to have most of your groups in the 1-6 range is because most *StarCraft II* hotkeys are located on the left side of the keyboard. If you use custom hotkeys, you can of course simply move the groups around on the keyboard to fit your finger position, but the basics remain the same.

SUBGROUPS

When multiple types of units or buildings are placed into one Control Group, you gain access to another control function, that of *subgroups*. In essence, each type of unit or building becomes its own 'minigroup' within a single Control Group. You can cycle through the subgroups by pressing **Tab**, or backwards by holding Shift and pressing Tab. By default, units with usable abilities are automatically placed at the top of a 'stack' of units in a given Control Group. This is so you can easily utilize their special abilities in combat.

As a rule, you should keep units that are entirely (or even mostly) useful for their abilities in separate Control Groups. Using their abilities quickly and having instant access to them is important.

For units that have less time critical abilities, or that are relatively 'fire and forget,' you can safely have them grouped up with other units. Simply press Tab a few times to cycle to them when you need to use their abilities.

GROUP CASTING

[illegible] of group casting. When you use an ability with multiple potential casting units selected, the closest unit will cast a single time.

This is particularly useful with abilities such as Psionic Storm or Fungal Growth. With a single cast, the closest High Templar or Infestor will immediately cast a single time on your chosen target [illegible] range and then cast.

Because identical units are automatically grouped together on the Control Group UI panel at the bottom of the screen, you can easily select or target units inside the panel. You can left-click to select a single unit, or Shift-left-click to remove a single unit at a time from a Control Group.

You can also Control-click select or Shift-Control-click deselect one type of unit out of a Control Group quickly. This is handy if you want to quickly Control-click select a group of units to micromanage, or split off into their own Control Group.

FAST GAS

Here's a UI tip to efficiently get your workers mining Vespene Gas. Drag select a small group of workers. Now Shift-click repeatedly on the group until it is reduced to 6 workers. Right-click on one geyser. Shift-click 3 times to reduce the group to 3 workers, and right-click on the other geyser. In just a few seconds, you have the optimal number of workers on both geysers.

MOVE

Right-clicking while you have one or more units selected on open ground issues a move order. Units moving to a point will *not* fight on the way. For this reason, do *not* issue blind movement orders into the fog of war with your army. Use Attack-Move orders instead, unless you've already scouted or you're very confident about what you're going to encounter!

For scouting, unit repositioning, or dancing ranged attackers, movement orders are useful. Just be careful about walking past hostile enemy units with your army blissfully unaware of the danger.

Using the basic move order in concert with rapid Attack-Move commands (or targeted attacks) is the basis of 'dancing' with ranged units. Move back, pick an exposed target, focus fire for one shot, back up again, and repeat. With faster ranged units, shorter ranged or melee units cannot damage you. Even against ranged units, if your opponent isn't paying attention, his army can be strung out while your ranged units pick off his chasing troops with focused fire.

ATTACK

Right-clicking on an enemy unit or building issues an explicit attack order to attack that target until it is dead. Your units will *not* respond to other threats, and will chase a moving unit if it flees, as long as it is visible.

For this reason, you should be careful with direct attack orders. If you target your entire army on one fast enemy unit and they move it away, your army will follow while being attacked by any hostile enemy unit nearby!

Issuing explicit attack orders *is* a useful tactic in multiplayer battles. Shift-queuing multiple attack orders on specific enemy units is particularly useful. You can quickly focus fire down multiple enemy units, one after another.

This is especially effective with ranged units. It's somewhat less so with ground based melee units who have to maneuver around enemy and friendly units, as well as terrain and buildings to reach their designated target.

ATTACK-MOVE

An *Attack-Move* order is issued by pressing **A** for Attack, and then left-clicking on the ground (*not* on another unit). Units that are given an Attack-Move order will move to the target point and attack any units or buildings in the area, prioritizing hostile military units (or defensive turrets) over normal buildings or workers.

Keep that target priority in mind if you're explicitly raiding workers or a key tech or military building. You need to issue an explicit attack order on your chosen target, instead of an Attack-Move order.

In general, Attack-Move should be your 'default' movement order for your massed army. When your massed army on Attack-Move encounters a hostile force, it will spread out and engage with all forces.

Don't assume that once you've engaged with an Attack-Move order you can simply ignore the engagement and let it play out. Once a battle is started, in most cases, the player who then directly intervenes will either come out on top, or retreat successfully while taking minimal losses.

With that said, beginning an engagement with Attack-Move is still usually preferable to simply moving to a point near a hostile force and then having your troops engage after they've already begun to take fire.

Attack moving your army into or just beyond your opponent's army also has the advantage of guaranteeing that all available forces *will* get into the battle. If your force is attacked first, and you do *not* issue an Attack-Move order, some of the troops at the back of the pack may simply stand around doing nothing!

You can also issue an explicit attack order against your *own* units or buildings, which obviously, you usually don't want to do. If for some reason you accidentally do something like wall yourself into your base, or trap a created unit from a military structure, you can always destroy the offending structure.

PATROL

Pressing **P** for Patrol and then left-clicking on the ground causes units to patrol between the point you targeted and their current position. If you select a unit (or units) with a Patrol path, the path becomes visible while the units are selected, so you can see where they are moving.

A more useful way to use Patrol is to hold Shift while issuing a few patrol orders. Units will then move along the path you have created, automatically engaging any hostile units they encounter while on their patrol. Terran SCVs on patrol with Autocast Repair active will also automatically repair any friendly mechanical units or structures near their patrol path!

Having a few cheap units on patrol around the outskirts of your base is a great idea, especially early in the game. This can easily give you early warning of an incoming attack, or a drop at the back of your base.

All of the races get a variety of units and abilities specifically dedicated to reconnaissance. But using cheap military units as 'guards' on patrol works very well in the early and midgame, when you don't have access to those tools.

In most situations, there aren't many reasons to use patrol for your full army. You should be busy with your primary army either attacking or defending against the enemy's main army, so you rarely have time to put it on patrol.

Patrolling with secondary forces isn't a bad idea, however. This is especially useful if your opponent has shown that they are fond of harassing your worker lines or performing drop attacks.

PATROL LOOPING

Patrols can be looped by holding Shift and clicking on the starting node of an existing Patrol path. That is, if you place three Patrol points in a V shape, you can link the top part of the V by holding Shift with the Patrol command active and clicking on the first point.

Once looped, your units will patrol in a circular fashion, rather than moving to the end of the patrol path and back. This is useful for circling the outskirts of a small expansion or chokepoint area.

Put a moderately sized group of ranged or anti-air units on patrol at the edge of your main base, or near the mineral lines of your expansions. You get the benefit of an immediate warning of a raid and some resistance. This gives you more time to respond with your main army. In the best case, you might even take out a transport before it can get in range to drop.

Just be careful not to have too many units on patrol. Against an evenly skilled opponent, you need those units out in the field, doing as much economic and military damage as possible.

HOLD POSITION AND HOLD FIRE

By pressing **H** for Hold Position, you can order a Ghost to remain stationary, even if a hostile enemy unit comes in range. Press **F** for Hold Fire to avoid firing if a hostile enemy unit comes in range.

Hold Fire is only available to a few units and is most useful for avoiding enemy alerts with cloaked units such as the Ghost. By keeping a Ghost on Hold Fire, you can scout an enemy target and get into position to make use of his abilities without warning your enemy that a cloaked unit is around.

Related to Hold Fire, Zerg Swarm Hosts have their Spawn Larvae ability on autocast by default, but it can be disabled. If you don't want to give away your Swarm Host positions, disable the autocast and use it manually when you're ready to attack.

CANCEL

While a building is selected, you can press **Escape** to cancel a queued unit or technology. This is handy if you accidentally overbuild units, if you need to quickly adjust a queue, or if a structure is under attack and likely to be destroyed. 100% of resources are returned to the player if a structure is destroyed with a queued unit/technology.

Escape will also cancel a building in production, which is helpful if you misplace a building. Be very careful with this when playing Zerg. Accidentally cancelling a mutating Lair or Hive can be a painful setback, and cancelling morphing Larva does *not* return the Larva to you instantly.

Escape will also cancel ability usage, though you can simply right-click to do that as well.

STOP

Pressing **S** causes units to cease whatever previous orders they were following and return to a default stationary stance. If you had several orders queued up, they are all cancelled.

Generally, stop isn't needed unless you accidentally do something like order your entire worker line to move to an enemy base! You can use it with aerial or dancing ranged units being given movement orders as a sort of 'pause and fire' command, by moving and stopping periodically to attack without issuing an explicit Attack-Move or attack order.

A unit that is 'stopped' simply returns to its default idle state. Military units will still attack enemy units that come into range; a stopped unit is *not* on Hold Position.

BUILD AND ADVANCED BUILD

The build hotkeys for Basic (**B**) and Advanced (**V**) commands are standard to workers for all three races. 'Basic' buildings are those that are accessible immediately with no prerequisites, or very early structure requirements. Advanced buildings are typically those that provide access to your higher tier and higher tech units and upgrades.

GATHER

Gather is a specific command available only to the worker units for each race. All workers collect Minerals or Vespene Gas from extractors built on the raw Vespene Gas nodes. Right-clicking on a Mineral or Vespene extractor with a worker issues a gather command.

REPAIR

Available only to the Terran SCV worker, the Repair command allows SCVs to repair any structure or Mechanical unit. Repair can be Autocast; right-click on the Repair command to automate repairs for any unit in range of the SCV.

Consider keeping 3 or 4 SCVs around on Repair duty, particularly at the chokepoint at the front of your base, or in position near key Missile Turrets or Siege Tanks.

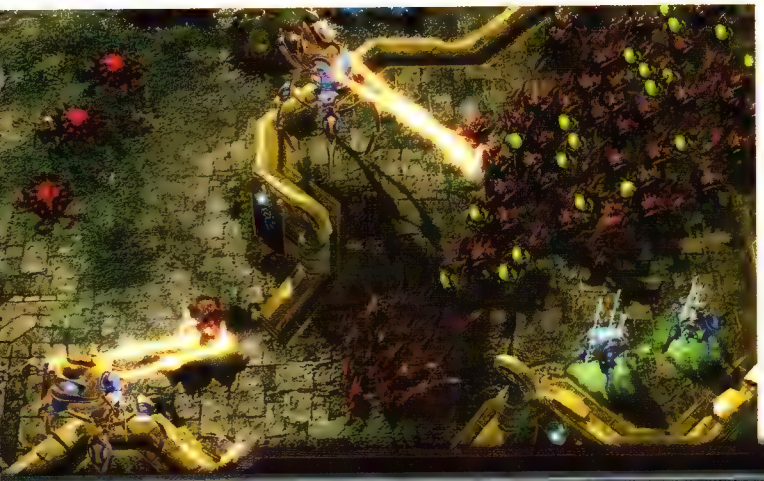
SCVs set to Autocast Repair are also helpful to bring along with an offensive force that has Medivacs, Siege Tanks, Thors, Battlecruisers, or other expensive, important Mechanical units accompanying your troops.

REPAIR SPEED

SCVs (and MULEs) can repair at a fixed rate. Instead, they repair at a speed that is dependent on the build time of a unit or building. In other words, a Battlecruiser will take far longer to repair than a Marine, and a Supply Depot will be fixed more quickly than a Planetary Fortress.

You can use multiple SCVs to speed up this process, and the increase is completely linear—5 SCVs will repair a unit or structure 5 times as fast as a single SCV.

The cost for repairing a unit or structure is equal to 1/10 of the original price. It is nearly fully downward if costs proportionally less. It is only partially damaged.



RALLY POINTS

All production buildings have the ability to set a Rally Point, a specific point on the map where new created units will travel once created. You can rally any military building or core structure by simply right-clicking anywhere on the map. For worker production, rally points can be placed directly on Minerals or Vespene extractors to make them gather instantly after creation.

New in *Heart of the Swarm*, your initial workers automatically rally to Minerals at the start of the game. There's no need to issue a Gather order as each game begins (if you want this behavior off by default for some reason, you can disable this option from the menu).

ZERG RALLY POINTS

Zerg are unique in that they have two rally points for their units until producing buildings, the Hatchery. It is possible to set both a worker rally point and a military rally point for any Hatchery that you control.

Simply right-click on a Mineral field or Vespene extractor to set the worker rally point. Then right-click anywhere on open ground to set the military rally point. Any non-worker units will travel to the military rally point.

Be careful! Lair Overlords count as military units. Be careful about sending your fleeting Supply unit the front accidentally.

In general, these rally points should be located somewhere in your initial base, or just outside the base at your natural expansion if you have one.

In some cases, in longer games, you might want to rally your troops to a midpoint on the map. This is especially true if you have a large number of military production buildings. It can also be useful for air units, as they can swiftly travel to a location closer to the action.

Be careful about rallying your units out in the open, especially in unscouted territory. You don't want to have your reinforcements picked off while traveling across the map.

LAST EVENT

Pressing the **Space Bar** snaps the camera to the last 'event' that has occurred. This can be a unit under attack or a technology research completing.

Multiple recent events are queued up. You can tap the Space Bar repeatedly to cycle between recent attacks on your units or buildings, or multiple buildings that have completed research so you can queue up another research project.

In addition, recent events are shown on the left of the screen briefly, and you can click on an event to center the screen on it.

CYCLE BASES

Tap the **Backspace** key to cycle through all of your placed core structures. This is handy for cycling between your bases and expansions.

SHOW LIFE/AUTOCAST TOGGLE

Holding the **Alt** key toggles the display of all unit and building Life bars onscreen. This is very helpful for picking out targets to focus fire, or units of your own to move away from the front line. Remember that a unit with 1 Life still does just as much damage as a unit at full Life.

You can also toggle an Autocast ability, such as Repair or Build Interceptor, by holding Alt while pressing the hotkey of the Autocast ability.

SHOW LIFE BARS

Under the options menu, you can set Life bars to be enabled when holding Alt, for targeting, when units are selected, when units are damaged, or you can turn them on at all times.

We strongly recommend that you enable Life bars always. Or at the very least, make them visible on damaged units. This makes picking out focus fire targets and targets to retreat much faster than having to hold Alt during every engagement.

FOLLOW

By default, if you right-click on a non-transport *friendly* unit with a non-transport military unit, the selected units will automatically attempt to follow the friendly unit as it moves.

Be careful with this command in combat. If the unit dies, the units that were on follow will simply stop moving once they reach the point the leading unit died. So if you were expecting them to follow your army, you could end up with some units left behind!

Transport units have a different behavior. They will move to pick up a friendly unit, or if right-clicked on by another unit, that unit will enter the transport.

CAMERA FOLLOW

You can left-click and hold on a unit portrait to center the screen on the unit and to follow it as it moves. Not the most popular of commands, but if you want to track a transport or other air unit while it flies, this is a decent method of doing so.

THE MINIMAP

The minimap is a simple but crucial aspect of the UI. Always visible in the bottom left of the screen, the minimap is useful for quickly jumping around the map by clicking on it, and also for receiving early warning of enemy movement while you are busy elsewhere.

You should always be keeping an eye on the minimap, particularly later in the game when you have more scouts and scouting units scattered around the map giving you vision.

Note that you can set the minimap to display allied colors instead of player colors. In other words, you can make it *always* show red for hostile units, rather than the color the other player has selected. This is particularly useful in team games, where you need to keep an eye on multiple enemy forces. In team matches, you can also ping the minimap to indicate an enemy attack, a rallying point, or a target for your teammates to focus on.

ADVANCED CONTROLS

The basic controls provide the foundation for controlling all of your units and managing your bases. But it isn't always immediately clear exactly *how* you should be using all of these various options.

Here are some examples to give you a feel for what you can (and often should) be doing with these various options.

ARMY GROUPING

The most crucial use for the various unit selection and control options is constantly maintaining a sizable army on one or more Control Groups. As a general rule, you want your main group of forces on your primary group hotkey, and any specialist units on secondary or tertiary groupings.

There are several quick ways to assemble your army. The first is rallying your newly produced troops to one common area in your base. You can then easily drag select the whole mass of troops (if they are a mix of units) or control-click on one (if you've made a bunch of a single type of unit). Control-clicking on single unit types is also helpful if you're maintaining multiple groups for your army.

MILITARY UNIT SELECTION

The new Select Army Units hotkey in Heart of the Swarm is bound to F2 by default—press it to select all military units.

It is useful for selecting all of your military units quickly so you can then pull out individual unit types via control-clicking to add to their own groups (or add to existing groups).

Say you're playing Terran and building Marines and Marauders as your core ground force, with Medivacs as your support unit. You already have some Marines and Marauders out in the field on group 1, and your Medivacs on group 2.

Assuming you rallied all of the newly created units into the same pile in your base, you could quickly add the new troops to your first group by drag selecting all the Marines and Marauders onscreen. Doing so adds all of the Marines and Marauders to an unassigned group. You then press Shift-1 to add the new group into Control Group 1, and your main force is ready to go.

The process for the second group is identical: control-click on a Medivac to add all of the Medivacs to a group, then press Shift-2 to add the new members to group 2, and move out.

You could of course double-click on a unit instead of control-clicking, but control-clicking is slightly more precise. Speed and precision are both helpful when you may be in battle elsewhere at the same time you are trying to add these new units to the fight.

With practice, these key combinations should become second nature, and the entire process should take no more than a few seconds.

GROUP CREATION AND ADDITION

There are actually two ways to create a Control Group, and one way to add units to a Control Group.

While you have a group of units (or buildings) selected, you can:

1. Press Control and a number from 1-0. This creates a group with the currently selected units. If another Control Group was previously in that numbered slot, the new group will overwrite it.
2. Press Shift and a number from 1-0. This adds the currently selected units to the Control Group. This is very handy for adding new units to an existing army group. If no group is in that number, a group will be created.
3. Right-click on one of the Control Group tabs at the bottom of the UI. Similar to control-grouping, this will overwrite any units already in that numbered group. You cannot hold Shift and add units via this right-click method.

MULTIGROUP SELECTION

A single unit or building can actually belong to more than one Control Group at the same time. For example, if you have a group of Zealots and Stalkers, you could have all of them on Control Group 1. But then you could also put the Stalkers on Control Group 2. This gives you the ability to quickly select all of them and target an aerial threat, or to dance them around melee attackers and make good use of Blink.

This multigroup selection is most useful when you want to move your entire army as one force but still have the ability to quickly select a subset of the army and gain precision control.

PROTOSS WARP AND ZERG MORPH

BUILDING MANAGEMENT

Building management is considerably simpler than controlling your units in battle. It's even easier than managing your Control Groups well, but it is still very important.

As with your units, you want to have your primary production buildings hotkeyed at all times. The specific hotkeys don't matter. As long as you have your core buildings on one hotkey (and your Queens on another, for Zerg), your main military buildings on another, and (if you wish) your upgrade structures on a final hotkey, you're in good shape.

Having your core buildings hotkeyed allows you to quickly build (and rebuild) workers, even while managing your units in battle. Even more critical, having your military buildings hotkeyed allows you to begin rebuilding your forces as you suffer losses in battle. If done well, you can have an equal (or larger!) group of troops waiting for you when you retreat, or waiting for your enemies if they push to your base.

Having your upgrade structures hotkeyed is less vital than the other production buildings. However, it is still helpful to be able to quickly check on research progress, as well as queue up new upgrades without having to hunt down the buildings in your base.

BUILDING RALLY POINTS

BUILDING QUEUES

All production buildings, even research buildings, have the ability to queue up to 5 units or technology upgrades at a time.

It's worth noting that except in rare cases, if you find yourself queuing up several units or upgrades at once and you aren't spending your resources fast enough, you probably don't have enough military buildings (or Hatcheries, for the Zerg).

Don't let this happen to you. Always build more production structures to keep pace with your economy. If you don't, you won't be able to build (or research) your military fast enough to fight with your opponent on equal terms.

There are a few specific exceptions to building queues. One is the Terran Reactor, which allows a building to have *two* queues of 5 units, producing 2 at a time from the same building.

Another is the Zerg method of troop production, which relies on Larva creation from the Hatchery. It has a significantly different flow than 'normal' building queues (though Zerg still have queues for their various upgrades).

Finally, Protoss Warp technology allows units to be built 'in advance' with a cooldown after the unit is created, rather than by queuing individual ground units in single military buildings.

This is very handy for quickly erecting defensive structures at several of your bases simultaneously. Without having to individually select each worker for each building, or have one or two workers trying to build up many buildings, you can quickly and easily construct multiple defensive buildings.

Note that this smart behavior isn't dependent on having the workers on one hotkey. You can always just drag select a group of nearby workers on a Mineral line and then issue the orders—again, only the needed number of workers will be sent. You can then use the Idle Worker key to quickly select any finished workers and get them back to mining.

BACK TO WORK

IDLE WORKERS

WORKER MANAGEMENT

One very handy way to make use of Control Groups, command queuing, and *StarCraft II*'s smart unit behavior is to maintain a group of workers on a single hotkey throughout the game. You'll have to adjust this group from time to time as you move workers between bases, place them on gas, or lose them to raids, but the basics are simple.

Select a group of 4-6 workers on your Mineral line. Place them on a new Control Group. This doesn't have to be an easily accessible number. Although if you have room on your 'main' hotkey bank, go ahead and place them in easy reach.

Whenever you need a new structure (or structures), select this group of workers and queue up the construction. The workers will automatically send out only as many workers as needed, and they will send one worker to each construction project.

What's even more impressive about this behavior is that if you form this worker group out of workers from a few locations (say, your main base and a more distant expansion), it will *always* send the closest worker to complete the building.

CONTROL IN COMBAT

Unit control in combat is one of the most vital skills you can learn in *StarCraft II*. It is also an area that new players feel least comfortable. They're so concerned with building up their base properly that they manage their army poorly.

Basic battle management really isn't difficult. By sticking to a few simple basics, you can get your combat control up to an acceptable level very quickly.

MANAGE THE FIGHT

The first and most important of all battle management techniques in *StarCraft II* is also the easiest—*never take your eyes off your army in battle!*

As you grow more proficient in your control of the game, there will be times when it is acceptable to shift your view to your bases for a few seconds.

While you are learning, once you commit to a battle with your army, watch the combat until the fighting is over and you have either won, or you are forced to retreat (fighting to the death is almost never a good idea!).

Yes, you're going to allow some resources to accumulate while you are fighting. It's true, you may not get some upgrades researched or new buildings built, but this is far, far less costly than losing your entire army in battle.

Buildings and technologies do not win matches in *StarCraft II*—units do. Remember that, and you're on the right path.

GROUP CONTROL

Assuming that you have your army units hotkeyed, managing them in combat is as simple using Attack-Move, and monitoring their performance during the battle.

Remember that you can quickly select all units of a single type by control-clicking on them, either on the map or in the group pane at the bottom of the UI. This is handy if you need to reposition or retreat a subset of your army.

In *Heart of the Swarm* it is possible to select *all* of your military units with the **F2** hotkey (or by clicking the army button next to the Idle Worker button).

Another very handy UI component for managing your army is the group pane. Because you aren't clicking on 3d models in the world who are moving around (and falling in battle!), you greatly reduce the chance of a miss-click or accidental order.

Use the group pane for selecting units. Control-click on a unit in the pane to select all of that unit type, or shift-control-click to remove a unit type from the group.

Once your army is engaged, you need to keep an eye on the fight and make sure that your units are fighting efficiently. If your melee troops are getting bunched up, pull part of the group away from the back of the pack and move them around.

If your aerial units or transports are drifting close to enemy anti-air defenses, move them back.

If you have Burrowing or Cloaking units that are getting heavily damaged, you can easily click on their portraits in the group UI pane to select them all, giving you quick access to their conceal abilities.

Similarly, if you have ranged units, or large, tough units that are being focus fired, it is often worthwhile to move them quickly out of range, then back in again. Be careful with this level of control. While it can be useful, interfering with too many units in a fight while your opponent continues to attack with his forces can result in heavy losses.

If your army is on Attack-Move in an enemy base and you see that part of your force is attacking non-critical buildings, move them to engage vital targets.

When your general combat units are engaged, you should keep your casting units selected and their abilities ready at a moment's notice. If you have no casting units (or their abilities have already been used), you should turn your attention to units that benefit the most from direct control.

Many ranged units (particularly if they are faster than your opponents ground force) can be micromanaged to "dance" out of range and fire.

FOCUS FIRING

Focus firing is simply the act of attacking a single enemy unit (or building) with all (or even most) of your army simultaneously.

The benefit to focus firing (or queuing up multiple focus fire targets with shift) is that you can potentially decrease your opponent's damage output faster than he decreases yours.

A unit with one Life deals just as much damage as a unit at full Life, so if you kill his units faster than he kills yours by focus firing, even if he starts with roughly equal troops, you will win the fight handily.

There are a few downsides to focus firing to be aware of…

The first is that pathfinding can cause you to lose significant damage while your units attempt to move into range to attack. Over-management can cost you a fight as easily as mismanagement. In general, ranged troops are better for focus firing than melee troops, and aerial units are better than ground units (as they don't have to deal with terrain issues).

Be careful, if your opponent spots you focus firing, he can pick the unit out that you are targeting and retreat it. It probably won't save the unit, but by forcing your units into pursuit, your troops waste time, while his continue to attack.

QUEUING FOCUS FIRE

As a general rule, you should never focus fire more than a handful of enemy units. Units that have high bonus damage against specific units are another good candidate for focus fire. Making sure that your units are dealing the most possible damage is simply smart combat.

INDIVIDUAL UNIT MICRO

When people think about micromanagement in RTS games, and particularly in *StarCraft*, they often think about it in terms of controlling individual units in battle.

The truth is that outside the very highest levels of play, trying to control all of the units individually in your army is extremely difficult.

USE THE SHORTCUTS

Remember whenever you get into battle, you always want to be using hotkey, and mouse shortcuts.

Tap A and click on the ground to Attack-Move with a large group.

Instead of clicking on Stimpack, press T.

Instead of double-clicking on a Zergling, hold Control and click it.

Instead of trying to find units onscreen to use their abilities, select their group and hit Tab a few times to select their subgroup, or control-click on them in the group UI pane.

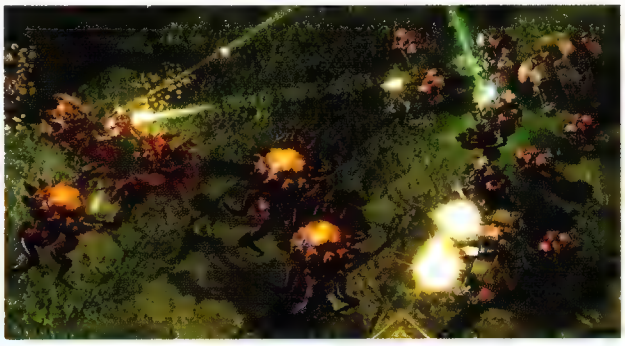
When adding newly built units to your army hotkey, instead of selecting the group, holding shift and selecting the new units, then pressing control-#, simply select the new units and press shift-# to add them quickly.

On top of that it is often only of minor effectiveness, *and* it can pull your attention away from other aspects of a match that demand your time—controlling the *rest* of your army, controlling secondary assaults, maintaining your base and tech development, watching your scouting, and so on.

A good rule of thumb for individual unit micro is that when the number of troops in an engagement is less, individual unit micro matters *more* than it does when larger forces are clashing.

This is particularly relevant in the very early stages of the game, when an early rush or raid may consist of no more than a handful of units, and controlling your limited units well is vital to deal the maximum damage possible, or to prevent as much damage as possible.

In larger conflicts, your unit micro should typically be confined to using caster abilities intelligently, ensuring units with large bonus damage are hitting their preferred target, and moving damaged targets out of enemy range.



SPECIFIC MICRO SITUATIONS

Some examples of when you should be worrying about direct, immediate, and fast unit micro:

- Early engagements-You have very limited units early in the game, so all of your attention should be focused on controlling your units well in the first few battles. Don't forget that your workers (and your Queen, as Zerg) can aid in early combat in your base.
- Worker raids-Your workers are your lifeblood, you cannot have them all destroyed and hope to win matches. Losing a few to a raid is fine, particularly if you kill some (or all) of the raiders—the economic tradeoff should be reasonable.
- Caster combat-Some abilities can swing an entire battle if they are executed properly, particularly AoE abilities. Be sure that landing these abilities (or dodging your opponents!) is foremost in your mind when you engage in a fight.
- Transport assaults-Transport attacks (or Nydus Network as Zerg) can be a dagger blow at the heart of your opponent when they have a fortified front, but they can also be extremely costly in terms of resources and your time. Pay attention and execute them carefully!
- Aerial battles-Losing control of the skies can cost you a match if you allow your opponent to strike at you repeatedly with uncontested air to ground flyers. Manage your own fliers carefully, and back them up intelligently with ground based anti-air of all sorts.

USEFUL INFO

RANGES

On a normal monitor, the screen is roughly 24 Range from left to right, and about 18 Range from top to bottom.

On a widescreen monitor, the screen is roughly 28 Range from left to right, and 18 Range from top to bottom.

Keep these numbers in mind, and you can get a feel for the actual screen distance of any given weapon's listed range.

ATTACK AND MOVEMENT SPEEDS

Attack and movement speeds are shown on the unit's information panel by mousing over their armor or their weapon.

Movement speed is useful as a comparative tool. There are a large number of units that move at a "standard" speed of 2.25, so you can use that as a good baseline to get a feel for faster or slower units in the game.

Attack speed is an important consideration when you're looking at damage per second, or damage over time rather than per strike.

Some units have weaker attacks but attack rapidly—these units are ideal for tackling unarmored enemies, and they benefit greatly from weapon upgrades.

Conversely, slower and stronger attacks are much better for tackling heavily armored enemies. Weapon upgrades don't have quite as dramatic an effect on their damage over time.

ACCELERATION

A few units in the game (typically air units) have acceleration on their movement. That is, rather than going from a dead stop to full speed, they have a brief period (usually less than a second) before they reach their full movement speed.

Because of this, be sure to allow a moment's reaction time when it is important that you start their movement slightly before you need to.

The acceleration delay will mean, for example, that it can be difficult for a unit being attacked by any fast unit and getting away safely.

COMBAT MECHANICS

Combat in *StarCraft II* is very simple. The damage displayed by a unit minus the armor of the target is exactly the amount of damage done, for every attack.

Some units deal bonus damage to certain unit types (Light, Mechanical, etc), and every unit in the game has one or more unit type.

Some units deal area of effect damage, and there are a fair number of abilities from the caster units of each race that can deal splash damage to multiple targets.

Some units have *multiple attacks* with their weapon. That is, for a single attack time period, they will instantly strike 2 or more times.

This is important when it comes to fighting armored units, as units with multiple attacks are *weaker* against heavily armored targets than units with a single strong attack.

For example, if a unit hits twice for five damage per attack on a unit with two armor, it will deal six damage total. A unit with a single 10 damage attack will deal eight damage.

Keep that armor reduction in mind when it comes to both unit upgrades, and unit selection.

LIFE AND SHIELDS

All units in the game have a Life score, but only Protoss units and buildings have Shields. Protoss shields begin to regenerate if they are out of combat for 10 seconds.

Terran units do *not* regenerate automatically, but mechanical units can be repaired by SCVs (or MULEs), and biological units can be healed by making use of the Medivac. Each additional SCV cuts the repair time to a fraction of the original build time (five SCVs will repair five times as fast!).

The cost for repairing a unit or structure damaged almost fully is 25% of the original price, proportional to the amount of damage taken. Terran buildings that are heavily damaged begin to burn down at 3 per second when damaged beyond 33%. They will burn and collapse if left unrepaired!

Zerg units *and* buildings regenerate automatically (about 16 a minute). A few units have enhanced regenerative powers.

ENERGY

For units (or structures!) that make use of energy, the maximum amount of energy for a given unit is always 200.

In most cases, freshly created units begin with 50 energy. A fair number of units also have upgrades to give them a slightly higher starting energy total.

All units that have energy regenerate it at a fixed rate of 0.56 per second, or just shy of 34 energy per minute. It takes about four and a half minutes for a newly created unit to reach full energy.

Because many units that have energy have an upgrade that grants them an additional 25 energy when they are created, you can think of that upgrade as saving you 45 seconds of waiting for each unit that you produce!

Those upgrades tend to be more useful in the mid-game, when your economy can support pumping out multiple casters simultaneously. Early on, just get those units onto the field!

UNIT TYPES

A unit's "type" determines what bonus damage works against it, and in a few cases, what abilities.

There are 7 unit types in *StarCraft II* multiplayer.

- Light
- Armored
- Biological
- Mechanical
- Psionic
- Massive
- Structure

In most cases, units tend to have bonus damage against Light or Armored units. A few have bonuses against Massive, Biological, or Structure.

Structure, obviously, only applies to buildings. Only a few units have special attacks or damage against buildings. However, because all Structures are also Armored, any unit with bonus damage against Armored is a good candidate for raiding buildings.

UNIT CLASSIFICATIONS

GROUND

Ground units form the bulk of your army in the early and mid-game. Most ground units are only effective against targets on the ground. Some ground units have a ranged weapon that can target air units. These units are important for defending against aerial assaults and should be micromanaged intelligently.

AIR

Air units have very powerful mobility, as they can travel anywhere on the map, unrestricted by changes in elevation, choke points, water, or even open space!

Some air units are purely air-to-ground or air-to-air, some can attack both freely.

CLIFF WALKERS

There are two special units, the Terran Reaper and the Protoss Colossus that can move up and down cliff faces to reach ledges. They are not actual flying units. They cannot traverse open space, water, or fly over buildings or obstructions, but they do have superior mobility in comparison to standard ground units. You can utilize this mobility to harass worker lines and stage quick raids on key technology buildings.

The Colossus can actually walk over normal sized ground units freely, but is targetable by air-to-air attacks!

CASTER

Caster units are special units that provide the bulk of their utility through special abilities. Many do not even have a standard attack at all, and can only contribute to the fight by activating their abilities.

They place an additional micromanagement demand on you, because they require individual control to use their abilities.

Casters are also high value targets for your opponent, so they must be watched carefully. They are always targets for focus-fire and can be picked off without having a chance to use their abilities.

Many caster abilities are very powerful when used correctly, and even a small number can turn the tide of a fight.

CLOAKED

Cloaked units are powerful units that are almost completely invisible to your opponent. Without some form of cloak detection, the only visible indication of a cloaked unit is a slight shimmering on the screen when the unit moves.

Zerg units cannot cloak, but they gain the ability to Burrow, allowing them to dig into the ground. While burrowed, Zerg units are functionally cloaked. They can only be spotted by a detector unit.

Unlike other cloaked units, burrowed units cannot fight while burrowed, though the Roach and Infestor can move while burrowed, the Swarm Host "fights" while burrowed by spawning Locusts above ground, and Banelings can be prompted to explode while burrowed.

Cloaked units *can* be "attacked" with splash damage attacks, and some special abilities even without detection. If you don't have immediate access to a Detector unit, it is occasionally possible to improvise and fight off a cloaked attack by making use of area of effect abilities or units.

DETECTOR

Detector units are crucial for fighting cloaked troops, in the same way that anti-air units are critical for fighting off air units.

Each race has at least one unit that can detect concealed units, and usually some form of special ability that can also be used as a temporary solution.

DETECTOR UNITS AND ABILITIES

Terran	Protoss	Zerg
Raven	Observer	Overseer
Missile Turret	Photon Cannon	Spore Colony
Orbital Command Scanner Sweep	Oracle Envision	Infestor Fungal Growth
Ghost EMP	N/A	N/A

BASE MANAGEMENT

Managing your bases is an important skill to master, and when building (or expanding) any base, you should ask yourself a few quick questions.

- What are you building?
- Why are you building it?
- Is your base adequately defended?

Obviously, any new base has to start with a single core structure, but beyond that, you should have a clear goal in terms of production, resource, and defense.

YOUR FIRST BASE

Building up your initial base properly is extremely important. In a tight 1v1 match, making the wrong decisions can win the game for your opponent before the fighting even begins.

Your early priorities should be as follows:

1. Maximize your economy
2. Get your military production going
3. Scouting and map control
4. Tech towards your chosen units and research
5. Place your structures carefully

ECON

Building up your economy is quite simple: Get from 16 to 24 workers on Minerals, and six workers on Vespene Gas, leaving you with anywhere from 22 to 30 workers total.

Workers reach peak efficiency at two workers per Mineral Field, and suffer some diminishing returns up to three workers per patch, so the initial 16 and six on gas are the most important.

The simple rule of thumb for your workers in the early game is to always build one to two new workers as Protoss or Terran, or to morph one or more new Drones as Zerg.

In the case of your early build up, it is very important that you occasionally delay worker production to get your first military structures up, and to make sure that you always have troops being created. Don't worry about "falling behind" on economy while you're doing this.

While it is true that an opponent who fast expands and does nothing but pump workers will have an economic advantage over a more balanced build, when you scout your opponent doing this, simply rush them immediately with your troops. Resources and workers don't fare well against troops on the field.

Keep in mind that map size and layout has a heavy impact on how aggressively you should expand your economy. On larger maps with a safe natural expansion, building your first expansion very quickly is often a good idea (particularly as Zerg).

On smaller maps, you need to be more alert for aggressive rushes or perform one of your own!.

ECONOMIC BOOSTERS

[illegible] utilized constantly to maintain economic parity with your opponent.

If you manage your booster more efficiently than your opponent you will pull ahead in economic and military production, giving you an edge when the fighting starts.

THE RUSH, TECH, BALANCE TRINITY

There are, broadly speaking, three different routes you can take with your economic and military development in the early game.

You can rush. This amounts to building your military structures very early and pushing troops out quickly to attack your opponent immediately. This sacrifices your early economy in favor of speed and possibly a quick victory.

You can macro. This involves expanding or prioritizing worker buildup and quickly building structures to reach a chosen unit or technology. This sacrifices troop development in favor of a stronger economy and quicker buildup to a specific unit.

Or you can go for a balanced build. This strategy produces early military units, while building up your workers simultaneously.

As a general rule, without interference, a rush will beat a tech build, a macro build beats a balanced build, and a balanced build will beat a rush.

These are generalities, and the specifics vary depending on the racial matchup and the map you are playing on, but it's a good rule of thumb worth keeping mind.

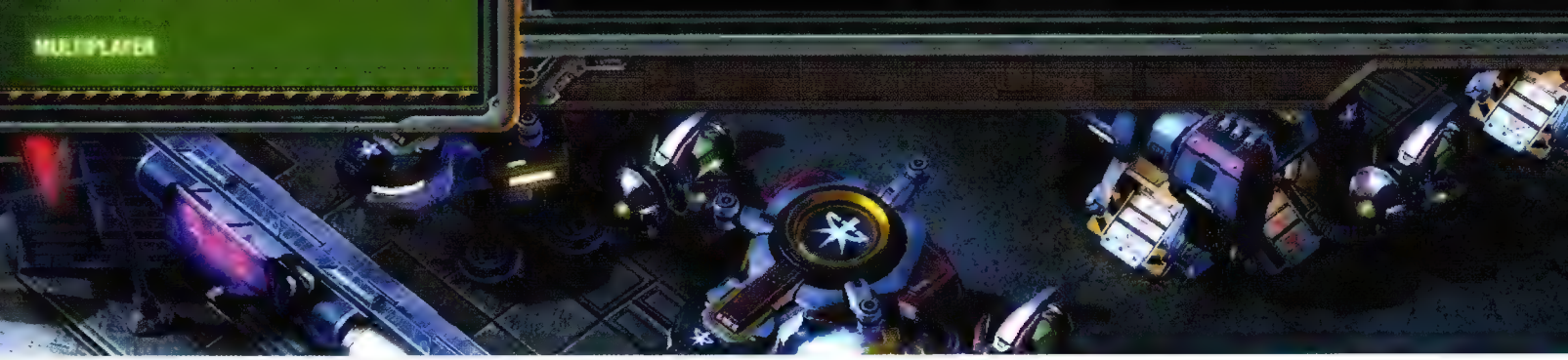
Builds tend to be somewhat rock-paper-scissors in their nature. This is why we stress scouting as such a critical component in your development as a **StarCraft II** player.

If you scout your opponent on a small map very early and spot a fast Spawning Pool, you know your opponent is rushing with several Zerglings, block your ramp and get your military units building!

If you scout and spot an early expansion or very light military, get your troops out and rush his worker line.

If you scout and see a "normal" buildup, you know you need to keep an eye on your opponent and see what he builds so you can tailor your response to his development.

As you gain more experience with each race, you can get a better feel for what an opponent is building towards.



MILITARY

The second crucial goal is to get your early military structures up, and begin producing troops. Once you start, don't ever stop!

Early game units in *StarCraft II* don't become obsolete. There is rarely a good reason to stop producing basic units even in the mid and late game.

The other important point here is that you need to get into the habit of constantly pumping out troops, all throughout the game, while managing your economy, scouting, and fighting. Make troops! Make more troops! Hit your supply cap? Build more supply, and make more troops!

Unless you are pursuing a very specific tech, Terran and Protoss should always have one or two units queued up in each military building for the duration of the early game. If you have to delay a worker for a few seconds to make sure your early Gateways and Barracks are working, do so.

Zerg function a bit differently, as your larva production limits your troop creation early, and you're forced to choose between a Drone or a military unit. For this reason, it is crucial that you get a Queen early, and begin to utilize Spawn Larvae. Zerg also need a second Hatchery soon after, to keep up with the production potential of the Terran and Zerg.

Nonetheless, just as with Terran and Protoss, make sure that you're getting early military units out. Getting hit by an aggressive opponent when you have nothing but Drones is a good way to lose the match.

Make *sure* that your Queens are hotkeyed and that you are utilizing Spawn Larvae on your Hatcheries every single time it is up.

Remember to construct *enough* military structures as Terran and Protoss to build up an army in a reasonable amount of time. Early in the game, this can be two Gateways or Barracks, but later, as your economy fills out, you should always add more military buildings so that you can spend resources faster, and recover from losses in battle more quickly.

Finally, we've mentioned this before, but it bears repeating—for the Terran and Protoss, never fully queue up units (or research!) in any structure in the early game. Build units one to two at a time, and use the extra resources to build more structures!

Once you hit the mid-game, and any time when you are going on offense, it is totally acceptable to dump all of your resources into your production buildings and then let them run while you fight. Never do this while you are managing your base directly!

TECH UP!

Beyond the early game buildup of workers and basic military forces, you have to progress into the midgame by building towards a specific unit.

It is crucial that you have a plan for what you are going to tech for before you even start building the necessary buildings. It determines your build order beyond the first 30 Supply or so. For specific early game builds, it can influence when or if you build Gas, and how many military buildings you create.

Once you have chosen your desired unit and techs, build directly towards the structures you need, and don't waste any resources on other buildings. Focus is critical.

If you decide to go Banshees as Terran, go straight for double Starport with attached Tech Labs, and start pumping those Banshees while Cloak researches. Have the Factory build the Tech Lab then Lift Off and switch with the Starport. This can be critical to the time of this strategy.

If you decide to go Mutalisk as Zerg, skip Roach production and immediately build the Lair and Spire.

If you decide to go Dark Templar as Protoss, build the Twilight Council and the Dark Shrine as quickly as possible. Don't delay your strategy by building Stargates or the Robotics Facility.

The key point here is to hit your chosen unit and technology as fast as possible.

As a general rule, teching for an aerial or cloaking unit (Burrow, in the case of the Zerg) is a solid basic strategy, and a good place to begin.

CHOOSING THE RIGHT TECH

The tech that you build towards should be decided by the racial matchup, the map you're playing on, and what your scouting reveals about your opponent's development.

Even the unit mix of your basic troops needs to be determined by the racial matchup and the current metagame on Battle.net.

The ladder maps for any given season can also impact tech and unit choices, as larger or smaller maps with different types of terrain have a strong impact on builds as well.

We can't bullet proof your strategy. There is no silver bullet with ***StarCraft II****. However, we can give you the tools to understand and adapt with the changing landscape.*

The key points remain the same—scout early, scout often. Build towards units that are strong against your opponents race, and don't hesitate to change your strategy if it isn't working for you over the course of several games.

It's usually a good idea to pick a strategy and attempt to execute it (win or lose) several games in a row. Even losing with a solid build can provide insight into why a certain build or unit is a poor choice against another race.

It is also important to recognize when you've been outplayed and when you've screwed up!

UPGRADES

Don't forget about upgrades!

Each race has access to basic structures that unlock global upgrades for all military units. These upgrades generally take the form of level one, two, and three versions of offensive and defensive bonuses. Online you'll often see these referred to as +1, +2, and +3, though this isn't entirely accurate in terms of damage bonuses, see the sidebar on upgrade rules.

For the Terran, they can upgrade Barracks units (from the Engineering Bay), or Factory or Starport units (from the Armory).

The Protoss can upgrade ground troops and all shields from the Forge, or air units from the Cybernetics Core.

The Zerg can upgrade ground melee or ranged attacks and armor from the Evolution Chamber, and air attacks and armor from the Spire.

The upgrade structures for each race also unlock defensive Detector structures for each race, useful for protecting your initial bases chokepoint, and your worker lines at your main base and expansions.

Note that in *Heart of the Swarm*, Zerg access to their Detector building has been sped up slightly, they no longer need an upgrade structure. Instead their first military structure (the Spawning Pool) unlocks it.

WHEN TO UPGRADE

As a general rule, you should have your upgrade structure built and working either just *before* or just *after* the first major skirmish. You can try for a quick upgrade before you fight, to give your units an edge in battle. Or, you can let the upgrade run so that your reinforcements will be tougher when you re-engage your opponent.

Some offensive pushes rely on the added punch from an upgrade that considerably changes combat dynamics. When an offensive upgrade changes the number of hits it takes to kill a basic enemy unit with one of your own basic units, it can significantly affect the outcome of a fight.

If you are going for a fast tech or defensive build, you may want to get an early upgrade structure so that you can get a few defensive structures built to help hold the line while you rush for your chosen tech or unit.

Remember that upgrades act as a force multiplier. The more troops you have on the field, the more effective a single upgrade is (conversely, having many upgrades with few troops is extremely *ineffective*).

For this reason, it's important to have upgrades running from the early-mid game to the late game constantly, so that by the late game, your troops are fully upgraded.

Because there are so many potential upgrades for each race, and they take so long to research, you may want to add a second (or even third!) upgrade structure going into the mid or late game.

While the upgrades are somewhat expensive to insert into an early build, they are very inexpensive later in the game, and having several running at once won't excessively strain your economy after you have expanded.

If you are going for a very specific build that involves a lot of one general troop type, building double upgrade structures and pushing upgrades that effect only those units can be effective. Just be wary of overcommiting on troops that your opponents' race has a good answer for.

UPGRADE RULES

The general rule of thumb for combat upgrades is that they increase the raw damage a unit deals by about 10%

Each race can upgrade their units attacks up to three times.

With few exceptions, units that deal 1 to 14 damage, they get +1 for each level of upgrade you purchase. However, units that deal 15 to 24 damage per attack will get +2 from that same level of upgrade, and so on.

For example, the Protoss Zealot deals 8 damage, hitting twice per attack. Purchasing the Ground Weapons Level 1 upgrade makes them hit for 9 damage twice (from 16 to 18 damage per attack)

The Protoss Immortal on the other hand, deals 20 damage per shot, with an additional +30 damage against Armored targets. The same Ground Weapons Level 1 upgrade provides +2/+3 damage.

That single upgrade pushes the Immortals damage to 22 against a non-Armored target, or 55 against an Armored target!

The Terran Battlecruiser hits for 6 (against aerial targets) or 8 (against ground targets), so it only gets +1 damage per upgrade level—but it also has an *extremely* fast attack speed, attacking nearly 5 times per second. One upgrade adds a lot of damage over time!

Upgrades range from +1 to +5 in strength, per level, so units that deal more than 50 damage in an attack (eg, Banelings vs Structures, Siege Tanks in Siege Mode) will not get more than a +5 bonus per level.

Online, you will often hear about upgrades in terms of a +1, +2, or +3 upgrade, but don't mix those up with the damage bonus a unit is receiving. A single upgrade level can provide more than +1 point of damage!

Armor (or Shield) upgrades are much simpler. A level 1, 2, or 3 upgrade provides 1, 2, or 3 total points of armor (or shielding), no tricks there!

Armor (or Shield) upgrades are best against units with multiple attacks, or low damage, high speed attacks. Not having any armor upgrades by the midgame can be *extremely* dangerous against enemies that have upgraded attacks.

SPECIAL UPGRADES

In addition to the "normal" damage and armor upgrades that each race has, every race also has access to special technologies that benefit one specific troop type.

Special upgrades are typically purchased either from the building the unit is enabled (for Zerg), an attached Tech Lab (for Terran), or at a special technology building (for Protoss).

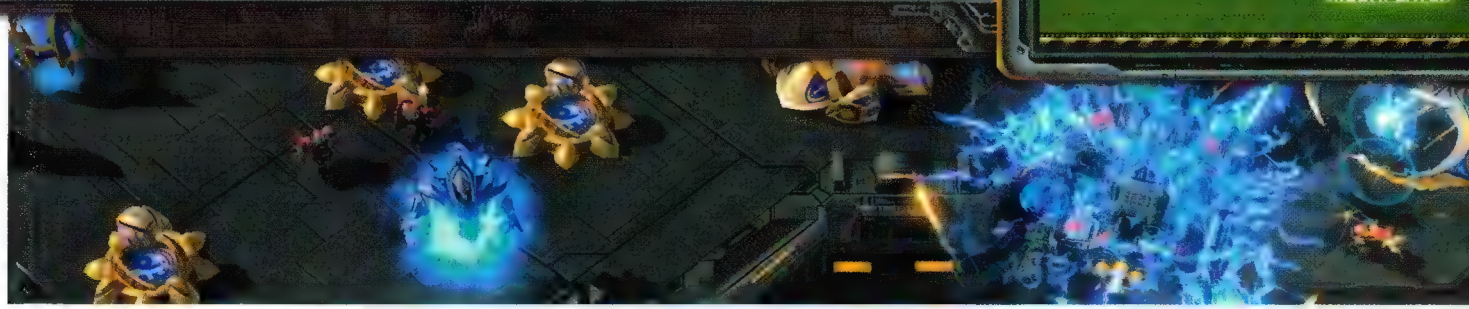
These upgrades tend to make the unit considerably more effective, and allow early-game units to remain effective even into the late game.

Any time you are fielding a considerable number of a basic unit type, you should *always* purchase the upgrades for that unit. Marine and Marauder Stimpacks, Zealot Charge, or Zergling speed upgrades are all very effective.

For more specialized units, or caster units, you should consider how many of that unit you will be fielding. Buying upgrades for units that you use very seldom is generally a waste of time and resources.

Pick out complementary upgrades that support your overall army composition, and research them as quickly as possible. And remember—units first, upgrades later. With rare exception, the base form of the unit can get the job done unless the upgrade is specifically needed!

INVISIBLE UPGRADES



BUILDING PLACEMENT

Finally, the last of your early buildup considerations is location.

For the Terran and Protoss, you should almost always wall off the chokepoint entrance to your base. Terran can wall off the entrance without self-inflicted damage, because their Supply Depots can lower and their military buildings can lift-off!

Protoss cannot, but they can place Pylons and Gateways in such a way that only a single square gap is left. This allows a single Zealot to hold off any number of troops. Likewise at a really narrow choke, a single Sentry Forcefield can block the entrance completely.

Zerg does not have this option, but that does not mean they are without recourse. Build early structures behind Mineral lines. Here your Queen, military units and Spine Crawlers can protect them. Losing your Spawning Pool to the first push from your opponent because you put it at the front of your base is not a good thing!

Remember that all races can protect a chokepoint by having several units on hold position at the gap. If the entrance to your base is very broad, abandon walling in and focus on getting some fixed defenses near your core structure to assist defensive combat.

Beyond your initial buildings, be sure to place new Supply buildings at the outer edges of your base. The first couple should go towards the front edges of your base, where they can provide vision and early warning of incoming enemies.

Many maps have your first base on a raised platform, so placing Supply buildings on the edges can give you free recon around the outskirts of your base. Even on maps where this is not the case, it is still a good habit, as you can receive early warning of incoming aerial assaults or transports.

The rest of your supply buildings should go around the edges of your base until you have full vision to your entire base.

You should *never* be surprised by a stealthy drop at the back of your base, and rarely surprised by any aerial assault. Far better to lose one supply building than to lose your worker line to a fast raid from air units that you didn't spot in time!

Zerg obviously don't have supply buildings, but you can use Overlords for the same purpose. Spread them around the outskirts of your base to get full vision of incoming troops.

Overlords also have the benefit of flight, which means that on maps where your base is *not* on a ledge, Zerg actually have the scouting edge. Overlords can see incoming units faster than Terran or Protoss.

WORKER SHIELDING

You can "wall in" your workers to some extent, by placing buildings around the edges of your core structure towards the Vespene Geysers.

Doing so makes it more difficult for basic troops to get to your worker line.

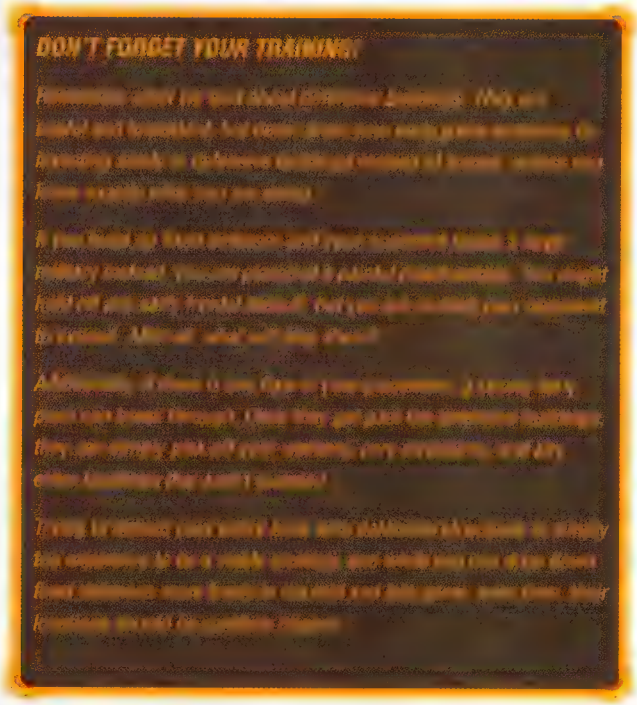
Just be careful not to choke off their egress points to the extent that you can't run away fast enough, or bring reinforcements over yourself.

When it comes to placing other buildings, it is *generally* less important. Just be sure to avoid placing key technology structures directly in the path from your front entrance to your worker line. You don't want to lose a Fusion Core, Fleet Beacon, or Greater Spire in an early skirmish!

Against Terran Scanner Sweeps, you can often hide key tech buildings at the edges of your base. There's no guarantee your opponent won't randomly scan that section of your base, but if you always place your buildings in a clump in the middle of your base, they *will* spot your tech buildings with a single sweep. Denying your opponent easy intel is always a smart move.

DEFENSIVE BUILDINGS

Defensive structures are the one category of building where it *does* matter where you place them, and each building placement should be carefully considered for maximum effectiveness.



Each race has access to different defensive structures. For the Terran, they have the Bunker, Missile Turret, Sensor Tower, and Planetary Fortress, the Protoss have the Photon Cannon, and the Zerg have the Spine and Spore Crawlers.

Emphasizing their defensive strength, the Terran also have access to two upgrades that improve their structure's armor and range. Terran can also repair defensive buildings during or after battle with SCVs.

As a general rule, the two most important areas to protect are your worker line, and your chokepoint (if one exists!). Placing key tech buildings in range of these defenses is often a good idea.

Be wary of over-fortifying your chokepoint however, because a chokepoint is only useful until it is broken. Once your enemy breaks through, or bypasses it, any fixed defenses placed there are essentially useless.

Defending your worker line is almost always a smarter move. Any experienced player who breaks into your base is going to make straight for your workers.

If you do have choke defenses set up and your opponent bypasses them to hit your workers, you can always run your workers to the chokepoint. However, this leaves your core structure at risk of destruction and your economy takes a hit.

The only downside to fixed defenses at your worker line is that once the minerals (and later gas) are mined out, they're wasted money. Your opponent no longer has a reason to hit that area of your base.

WALLING IN

A "wall in" is simply using buildings to create a wall at the front chokepoint to your base. It prevents enemy ground units from easily penetrating your base.

This is useful both to force a battle at a chokepoint in your favor, and for denying your opponent easy scouting into your base.

In cases where you might not wish to wall in (Protoss vs Terran) or where you simply cannot wall in (Zerg early game), you can use early units on hold position at the chokepoint of your base as a means of preventing early scouts or raids from breaking through.

Each race also has means of fighting from behind even a full wall-in. As Terran, you can float your buildings out of your base to establish an expansion.

As Protoss, you can warp new units in at an external Pylon or Warp Prism power field, meaning the only unit that can't escape your base if it is completely blocked is the Immortal.

The Zerg can easily travel between bases or around the map via their Nydus Network.

While on offense, all races can bypass a wall-in with aerial units, making them useful to bypass choked off entrances. Cliffwalkers can bypass most wall-ins, though not all.

As Terran, there is no reason at all not to block the entrance to your base, as *all* of your units are ranged attackers, so you can easily defend from behind the wall, and you can simply lower a Supply Depot or raise a Barracks to walk out!

Additionally, Bunkers give +1 range to units inside. If you really need a defensive edge, a Bunker with a few SCVs repairing it as part of your wall can be extremely difficult for your opponent to break.

Once Siege Tanks, Widow Mines and Missile Turrets are added, the Terran wall starts looking more like a fortress.

Remember that defensive structures aren't going to fend off anything but the lightest of raids on their own. They act as a defensive bonus for your army when you *are* fighting on the defensive. They can also buy you some time to retreat your workers and get your army back to your base before you start losing key buildings.

In situations where your army might not match up favorably in an open field battle, fighting on home turf with the benefit of defensive structures can provide you the edge you need to win.

DETECTORS

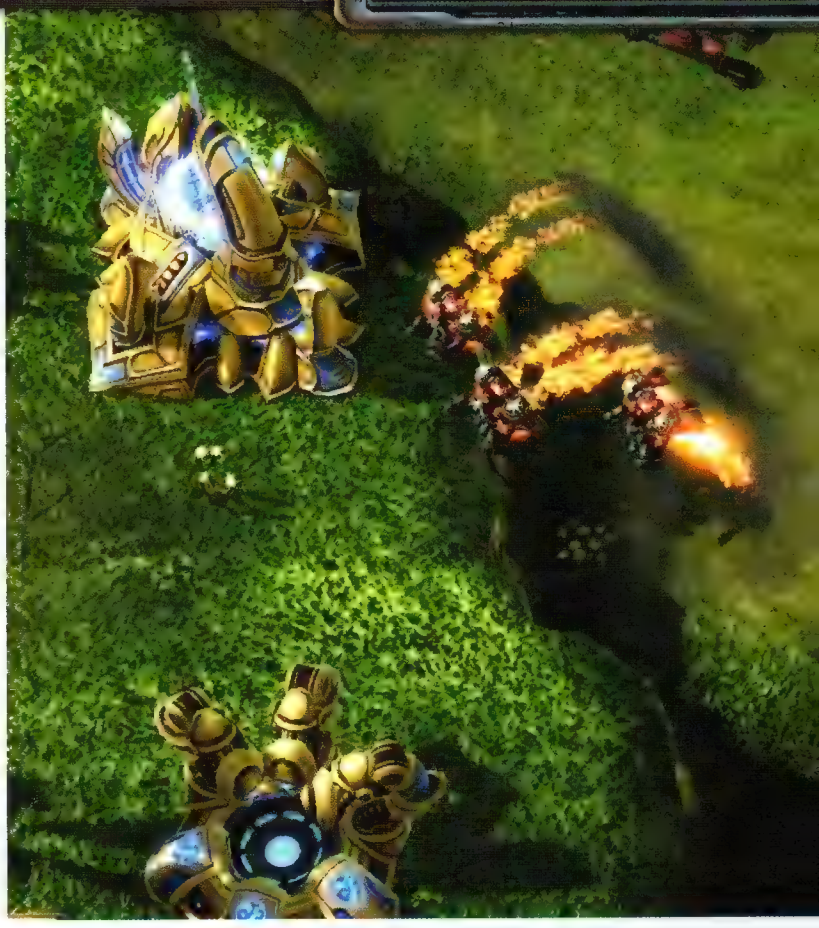
Each race has access to a defensive structure that acts as a detector, unlocked by building their basic upgrade structure.

Detectors are very important to build in response to scouting that shows the development of Cloaking technology, and are almost always needed against Zerg, due to their ability to Burrow.

With the addition of Widow Mines and Swarm Hosts to the game, Detection has gained increased importance—you *need* to be aware of those threats if you are facing Zerg or Terran.

Protoss retain their lethal Dark Templars, but the addition of the two new burrowing units has increased the importance of detection.

To help Zerg with earlier detection, the Spore Crawler is built more easily, and the Protoss gain alternate access to detection via a new Stargate unit, the Oracle.



PROTOSS

For the Protoss, because your Zealot is a melee unit, walling in against Terran may not always be quite as desirable, as it can restrict your ability to get your Zealots into contact with an attacker.

Against Protoss or Zerg, having a tight chokepoint allows you to block the entrance with just a few Zealots, while your Stalkers and Sentries deal their damage from behind to any incoming Zealots or Zerglings.

On maps with a ramp chokepoint or a narrow base entrance, be sure to utilize the Sentry Forcefield. It can block off the entrance completely until Massive ground units are fielded. Remember, if your opponent has no line of sight into your base, they *cannot* fire at your units or buildings.

On any map with a ramp, if you place a Forcefield on the ramp before their troops ascend completely, any remaining troops outside can be taken out by your ranged troops. Moreover, they won't be able to do anything about it until the Forcefield wears off.

ZERG

Zerg of course, cannot wall in their base in the early game, so careful building placement and good troop control is vital for defending against early attacks.

You *do* get the benefit of faster unit movement on creep, the Queen is a good anti-rush early unit, and your Spine and Spore Crawlers can move around if needed.

By the midgame, you should have creep spread all over your bases, and once this has occurred, you *can* block off the ground entrance to your base with Spine Crawlers.

USEFUL INFO

Economics in *StarCraft II* are simple, but difficult to manage perfectly.

Ideally, you want to have your resources zeroed at all times. In other words, you're spending resources as quickly as you are gathering them.

In practice, this isn't always possible, as your attention is split between combat and growth. Nevertheless, you should be aiming to operate your economy as efficiently as possible.

A huge surplus of Minerals and Vespene Gas does nothing for you when the enemy army comes rolling into your base. Make sure your resources are working for you on the battlefield!

MILITARY AND ECONOMIC GROWTH

One of the most common mistakes of new players to *StarCraft II* is *not building enough.* That means enough workers, and almost always, enough military units.

The resources in *StarCraft II* are finite, but they are not so limited that you are punished harshly for losing units in battle. You're *expected* to lose many units on offense and defense, and still have enough left over to continue to rebuild and expand.

Never stop building military units! Units in *StarCraft II* never become obsolete, the lowly Marine, Zergling, or Zealot are dangerous all the way into the end-game. Don't lose sight of massing your basic troops into a fighting force in favor of trying to tech to high tier units.

Similarly, don't stop building workers until your base is maxed out and producing at peak capacity.

If you're having trouble spending your resources on your army fast enough, be sure to build more military buildings, or for the Zerg, more Hatcheries.

You should be able to constantly dump your resources into a fresh wave of reinforcements. Your goal should always be aiming for 200 Supply and a gigantic, maxed out army!

ECONOMY NUMBERS

The key numbers to remember for worker management are simple: two to three workers per Mineral Field, three workers per Vespene Geyser.

For most main bases, this translates to 16 to 24 workers on Mineral Fields, and six workers per Vespene Geyser, meaning 22 to 30 workers per base. High Yield expansions often have less Mineral Fields, usually six, so you only need 12 to 18 workers there.

Because workers reach high efficiency at two per Mineral Field, having 16 workers running on two bases is preferable to hitting 24 in your main before you send those extras to your expansion.

QUICK ECON CHECK

Heart of the Swarm *has introduced a new UI element that makes monitoring your economy progress extremely simple.*

When you have a core structure selected it displays how many workers out of 24 you have harvesting for that structure.

Similarly, Vespene Geyser extractors show how many workers out of three you have harvesting gas.

You can also enable an option to show these numbers at all times, so a quick glance at a base is enough to check on economic development.

If you perform a quick expand, you can boost your income rate a bit by transferring excess mineral workers above 16 to your new expansion. If you have a full 24 on minerals, sending 8 to the new expo gives you a better return on your worker time while you build more.

VESPENE GAS

Gathering Vespene Gas is very straightforward. It bears special mention that because your Vespene income is so sharply limited, and it is required for *all* high tier units and all research, Vespene quickly becomes a limiting factor of your economy for your military production in the mid and late game.

It is entirely worthwhile to setup an expansion that only harvests gas in the mid or late game. At worst you lose 750-900 minerals if the entire base is wiped out, worthwhile if you can get at least a few real time minutes of production out of it.

While you should always get both Vespene Geysers in your main base producing, exactly how fast you start that production depends heavily on your initial build.

A rush build might skip gas entirely, a more moderate build will usually get one Geyser fully operational first. All builds should eventually get both geysers running full speed!

SUPPLY

Supply is the way *StarCraft II* represents the resources needed to field a large military force.

Terran require Supply Depots to provide for their army. Protoss use Pylons to increase their forces. The Zerg swarm use Overlords to control their population.

In each case, every new Supply structure (or unit) provides eight more "slots" that can be filled, up to a maximum of 200.

The core structures for each race also provide supply, with the Command Center giving 11, and the Hatchery and Nexus each providing 10. Also, Terran SCVs have to be present to build their structures, so they get the extra Supply point to compensate for this disadvantage.

Be very careful about supply capping yourself, you always need room to grow your military and economy to keep pace with your enemy.

Destroying Supply can be an effective offensive tactic. It allows you to delay an opponent rebuilding losses. Ideally, you would keep the pressure on and watch them crumble. This is particularly noticeable against Zerg with air units, as they have to explicitly build anti-air defenses or units to deal with this form of harassment.

While your early game build order should be very tight, once you get beyond the first 30-40 Supply, you can respond to your Supply needs more organically. Simply build new Supply as needed.

A good rule of thumb is that whenever you hit a new Supply cap, you should be pushing out with your army while new Supply producers are being built. You can replace losses while in the field, and by the time you retreat, you should have an even larger force waiting for you at home!

PROTOSS PYLON POWER

The Protoss Supply structure, the Pylon, bears special mention, as it also provides Pylon Power, a power field that powers all Protoss structures.

Without Pylon power, your military and research buildings shut down. Photon Cannons are rendered useless.

Always [illegible] or defenses. It is much faster and easier for an opponent to destroy a few Pylons than it is for them to destroy your military or research buildings.

For this reason, you should always have multiple Pylons with [illegible]

[illegible] Pylons or [illegible] player could lose their entire military production base or Photon Cannon defense with the destruction of a single Pylon!

EXPANSION

Expanding from your initial base to other Mineral Fields with new Vespene Geysers is absolutely vital in *StarCraft II*.

While you can certainly finish a game before your base runs dry, planning on certain victory in every match is a dangerous strategy. If anything goes wrong, or your opponent expands before you do, you're going to run into trouble.

WHEN AND WHERE

You cannot survive on a single base in an extended multiplayer match without running out of resources, so creating new expansions is critical in any extended match.

Expanding more than your opponent can provide you with an insurmountable economic advantage. You can build a larger army, research more technology, and replace combat losses more quickly.

Each race has slightly different requirements for the timing of their expansions, and different means of expanding.

Most often, the best (and safest) time to expand is when your opponent is on the defensive. If you are in the process of an attack, or you know you have your opponent contained, you can expand much more freely than if your opponent is in the field with his army.

Be careful about building an unprotected expansion if your opponent is using air units or transports. They can quickly reach and destroy the expansion.

Most expansions should be protected with at least a few defensive structures, as they can prevent a light harassing force from eliminating your workers. They usually can't stop a dedicated assault from an army, but they can give you enough time to get your own army in place to repel the assault.

Expanding to your "natural" expansion (that is, an expansion right outside your main base entrance) is almost always a good idea. You can defend your natural almost as easily as your main, simply by massing your newly created troops at your expansion. At such short ranges, you can easily move between your expansion and your main for defense as necessary.

EXPANSION PRACTICE

Expanding tends to trip up new players, partly because simply managing the buildup of your first base is hard enough without worrying about the timing and defense of a second base.

The trick here is: don't overcomplicate it.

All you need for an expansion is a dark structure, a pair of gas extractors, and some workers.

Transferring eight workers from your main base to your first expansion is almost a good idea if you've been building up your worker count properly.

Many maps have a natural expansion right outside your front door. Defending this location is rarely any more difficult than defending your main base. Just rally your army production to the front of your main base, and fight from there!

Once an expansion is running, you may want to add a few local defenses. With the extra income, you can easily afford them.

ALL THE WEALTH IN THE WORLD

Once you have two (or more!) bases running at full speed, your economic power increases substantially.

To make use of this economic power, it is *vital* that you expand your military production. This means two things: more expensive units, and *more* units.

The first can be accomplished simply by "teching" to higher tier units and building them. The second requires more production structures (or in the case of the Zerg, more Hatcheries).

Be sure to get more military buildings on the field as your expansions ramp up, and to add more Hatcheries as Zerg.

It is also important that you expand your military production because if you don't, and you *do* start building higher tier units, you can choke off your production.

High tier units are both expensive *and* slow to build. It's the "slow to build" part that can cause you serious problems.

NOT ENOUGH MILITARY UNITS?

It's hard to give a rule of thumb for exactly how many military buildings you should have at any given stage of the game, but in general, you want at least 2-3 in the early game for Terran or Protoss, and at least two Hatcheries as Zerg (with Queens).

When you approach the midgame, and especially after you expand you must increase that military output, moving up to 4-6 buildings as Terran or Protoss, though Zerg can move to four or more Hatcheries a bit later if Spawn Larvae is used well.

Specific early game builds can radically change your early military development, but it is almost always the case in the midgame that falling behind on production can be fatal.

If your opponent has more military production, assuming roughly equal economies, they will be able to replace their losses and build to a higher Supply cap more quickly than you.

SAVE THE WORKERS

Your workers *are* your economy. When your opponent hits your base or your expansions and goes for your workers, you need to respond.

In almost all situations, the correct course of action is to simply drag select all of your workers, and run them away from the enemy army, towards the closest friendly military force, or defensive structures.

If there aren't any friends nearby, then just run them away period! It is always better to lose *time* harvesting than it is to lose *workers* harvesting.

You will take losses when your opponent performs a worker raid. By responding quickly, you can save the majority of your workers at any base or expansion.

Very early in the game, or in especially desperate situations, it is entirely acceptable to use your workers to attack enemy units. When you are facing very small numbers of units, your workers can tie up the enemy troops in melee while your few military units finish them off.

Don't forget that Terran SCVs can repair one another, even while under attack, and Zerg Drones can burrow to hide from attackers without a Detector present.

Remember that workers are helpless against aerial pursuit, so be sure to get up anti-air defenses in the midgame when you know your opponent is building up a substantial air force. You can't have your army on defense for the entire match if you hope to win. Anti-air defenses can buy your workers the time you need to get your troops back in time.

ECONOMY BOOSTERS

Each race has access to a unit, building, or ability that allows you to enhance your harvesting power. Each of the economy boosters also have some additional utility that can be helpful in non-economic situations as well.

For Terran and Zerg, the boosters can be built after building your initial military building (Barracks or Spawning Pool), for Protoss, their Nexus acts as their booster.

Try to make use of your boosters constantly, but particularly just before you make an assault or get involved in heavy defense. You won't have time mid fight to return to your base, and keeping your economy growing while you're busy is important.

PROTOSS CHRONO BOOST

The Protoss Nexus has the Chrono Boost ability. Chrono Boost increases the production or research speed of a targeted building by 50% for 20 seconds.

Chrono Boost takes 25 energy to cast, so you are limited in how often you can boost buildings in the early game. Later, once you expand, you will have more energy to spend on your military buildings. Once you have two (or more) Nexuses, you should *always* be boosting something, but not necessarily army producing structures.

In the very early game, you should generally save Chrono Boost to speed out your Probes in groups of two. Once you hit your first major economy threshold (16 Probes), you should transition to boosting your Warp Gate research.

Later in the game, you can certainly use boost on Warp Gates, but the speed benefit provided by Warp Gate alone is sufficient to maintain a good size army. If you are in a situation where you need more ground units now, don't hesitate to mass warp a full group, then boost all of the Warp Gates to speed their cooldowns.

Also in the mid-game, be sure to boost all researching technologies, and check the buildings periodically to refresh the boost as it wears off.

When building Probes for a new expansion, you can quickly and easily use Chrono Boost on your Nexus by selecting them all (on a single hotkey!) and casting Chrono Boost directly onto all of your Nexus buildings through the unit selection pane!

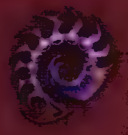
CHRONO BOOST

Chrono Boost is a highly flexible ability, and deciding where to use the Nexus energy is a difficult decision. Make a point of experimenting with Chrono Boost in different builds, and deciding what you need to speed up.

Where you use Chrono Boost matters most in the very early game, when you have to decide between boosting your Probe production, or boosting your early military output.

In the midgame, after your economy is established, and you have more than one Nexus, it is easier to simply concentrate on boosting your military structures and ongoing research.

However you decide to utilize Chrono Boost, be sure to use it! It is far better to have your Nexus energy zeroed out constantly on a sub-optimal target than to have that energy sitting and doing nothing for you!



ZERG QUEEN

The Zerg Queen is a defensive unit as much as an economic and military caster unit. The Queen has a weak ground attack and a solid long range anti-air attack. While the Queen is not especially quick moving, it can help to protect your base during the early game.

The Queen has three powers: the ability to build a Creep Tumor, to heal a Biological unit or building, or to Spawn Larvae on a Hatchery.

Early in the game, two Queens provide a very effective anti-aerial harassment force, as they can use Transfusion on one another to heal any damage suffered, and easily fight off an early air unit or two.

When fighting off ground forces, use the Queens short ranged melee attack to good effect, by hiding her in your worker line.

SPAWN LARVAE

Spawn Larvae is the Queen's economic power, though it can potentially boost either the Zerg military OR economy. Spawn Larvae must target a Hatchery, Lair, or Hive.

Once a building has been hit with Spawn Larvae, it spawns four new Larvae after 40 seconds. You cannot use Spawn Larvae again on the same building until the Larva have spawned.

It is vitally important that you hotkey all of your Queens and use Spawn Larvae on your Hatcheries each and every time the larva spawn.

Normally a Hatchery only generates one new Larva every 15 seconds, so Spawn Larvae provides a very significant production boost.

A Hatchery that has more than three Larva due to Spawn Larvae usage will *not* generate Larva normally.

Whenever possible, you should be using up ALL Larva at ALL of your Hatcheries, while using Spawn Larvae, to maximize your overall Larva generation rate.

CREEP TUMOR

Creep Tumor lets you create a small burrowed structure anywhere on friendly creep. Once created, the new tumor begins spreading creep automatically. Because it is burrowed, your opponent must use a Detector to locate and destroy it.

Creep Tumors have the ability to spawn a single new Creep Tumor, so even one Creep Tumor could potentially cover the entire map with creep if not dealt with!

You can use Creep Tumors to extend the area that you can build defensive structures, and to provide a larger area for your units to get the creep movement speed bonus. If you place a Creep Tumor on the creep generated by an Overlord, you can then move the Overlord away and leave the tumor to maintain the creep patch.

Creep automatically grants vision. If you have been diligent with spreading Creep Tumors, you can have your bases and the area out in front of them completely covered in creep.

This makes it impossible for your opponent to make a frontal assault without you spotting him. With your units' speed bonus, you'll have an edge in any battle near your base.

Oonce you have a second Queen and Hatchery up, you should delay using Spawn Larvae to get two Creep Tumors up. Use those Tumors to spawn new ones, spreading the creep across the map.

TRANSFUSION

The Queen's final ability allows you to give an instant and large heal to a single target, be it a unit or building, as long as it is Biological. Few units are worth using this expensive ability on, though Brood Lords or Ultralisks are tough enough to make the heal worthwhile.

It can also be used in a pinch to keep a key structure standing, such as your Lair or Hive, or a Spine or Spore Colony.

Using Transfusion early can also help to fight off aerial attacks, by healing a Queen or Spore Crawler, until you get Hydralisks or Spire units on the field.

AERIAL DEFENSE

Zerg mobile anti-air is nonexistent until Tier 2, though the Spore Crawler no longer requires an Evolution Chamber to build in ***Heart of the Swarm****.*

A pair of Queens can act as decent defense against early aerial Overlord harassment, or you can make use of the easier access to Spore Crawlers to help protect your Overlords and Drones.

By using your two Queens in concert, along with Transfusion and Spore Crawlers, you can scare away light raids of air units, before you have access to Hydralisks or Spire units.

TERRAN ORBITAL COMMAND

The Orbital Command is an upgrade to a Command Center that gives it several new abilities.

CALLDOWN: MULE

The MULE is a special type of SCV that can gather minerals much more quickly than a standard SCV. You can target the MULE anywhere that you have vision. It is possible to use a MULE as a free mobile scout if you wish, though you do give up the economic benefit if you do so.

You can target a MULE directly onto a Mineral Field and it will automatically begin harvesting and return to the nearest Command Center. If you happen to miss the minerals, or if you call it down to scout briefly, you can always order it to harvest directly at any time.

MULES cannot harvest Vespene Gas.

INSTANT REPAIR

Call in a MULE to repair a crucial unit on the battlefield, or a key defensive structure at a wall in if you have no SCVs handy!

WATCH YOUR ENERGY

Be careful with Scanner Sweep usage early in the game.

Getting as many MULEs on the field as possible is important for your early economic development, and every scan you use costs you a lot of potential mineral income!

Once you have a second Orbital Command up and running, you can scan more frequently.

SCOUTING

It is almost impossible for us to overstate how important scouting is in *StarCraft II*. In any match between roughly even players, the person who scouts more has a *tremendous* advantage.

Scouting lets you see what your opponent is building so that you can build an appropriate counter. Scouting warns you of early rushes, or early expansions. Scouting keeps eyes on your opponents army, and lets you know when and where it is moving.

Scouting *wins games.*

Scouting is one of the single most important skills that you must develop to play *StarCraft II* effectively. There's a reason we're dedicating an entire section of this book to scouting, it is that important.

Knowing what your opponent is building and what they *will* be building is extremely important, because certain units are hard counters to others.

It is also extremely important that you stay on top of your opponent's army movement. Know where it is, and if it is moving, where it is headed.

The only way to gain this knowledge is to scout constantly. Using your basic worker unit is a great early game scouting technique. Zerg can make use of single Zerglings for the same purpose, as they are even cheaper than a single worker.

Each race also has access to many units and abilities that allow you to keep tabs on your opponent, and the xel'naga towers on each map are also crucial for keeping vision on a large portion of the map.

Continuously scout your opponent throughout the course of the game, and make periodic sweeps of all expansion sites.

Keeping an eye on their base is important, as it allows you to see what tech they are pursuing, how large their army is, and if their army is absent or moving.

Scouting is especially vital to spot when your opponent is going for air or cloaking units. It might just save you from a quick loss if you build a counter quickly enough.

XEL'NAGA WATCHTOWERS

Scattered around each map, these ancient xel'naga artifacts can be located and scanned.

When ANY friendly unit is standing near a tower, you gain a large spherical vision in the area.

This free vision bonus is extremely useful, and on any map with towers, you should always send a few cheap units out to secure the towers.

When you are about to make an offensive push, consider sending a small raiding force to clear all the towers of hostile enemies. At the very least, clear any towers you know you must pass with your army and replace the sentries.

SCANNER SWEEP

Using the Scanner Sweep allows you to temporarily gain vision to any area on the map, as well as reveal any cloaked units within the affected area for the duration of the scan.

The Scanner Sweep is a very powerful advantage for the Terran player, as it allows you to have near perfect reconnaissance of an enemy base throughout the course of the game.

Because you can wall-in so easily as a Terran, this allows you to choose your tech path in response to your opponent's build, or to exploit a weakness that you see in their defenses.

If your opponent is using cloaked or burrowed units, you can use the scan to temporarily reveal them, but it is not a permanent solution. If your opponent is heavily relying on stealth units, be sure to complement your sweeps by building Missile Turrets and Ravens.

CALLDOWN: EXTRA SUPPLIES

Extra Supplies allows you to boost the Supply generated by a Supply Depot by 8. Generally, you should be saving that energy to use on MULEs and Scanner Sweeps, but if you accidentally cap your Supply, or if an enemy drops you under your Supply cap, you can use this ability to temporarily fix the problem.

SCOUTING TECHNIQUES

The most basic scouting is simply using your workers as scouts. They cost 50 Minerals, only use one supply, and can build a forward building if needed.

For the Terran, single Marines work as well, and for the Zerg, single Zerglings are ideal, as they cost 25 Minerals, less Supply, and can Burrow!

Your first scout should usually head out just around the time your first Supply producer finishes, usually about 9 or 10 Supply. Getting that quick scout out is important on larger maps to locate your opponents base, and more important on smaller 1v1 maps to spot an early rush or expansion.

SCOUT HARASSMENT

Once your first scout has confirmed your opponent's location or intentions, if they are going for a quick expand, then it's time to move off your worker, unless you intend to harass the expansion with it.

You can then perform scouting harassment on SCVs building early defenses, with your attention mostly focused on forcing your opponent to pull a worker off to deal with you.

Just don't get so involved with scout harassment that you miss an important build order!

Beyond the early game, you want to get a unit at each xel'naga tower on the map, *and* one or more units near your opponents base and in the midfield between your base.

Consider that for the investment of 150-200 Minerals, 3-4 Supply, and a few seconds of micro, you can have immediate early warning of any incoming military force. Not much of a price is it?

RACIAL SCOUTING

Every race has access to a variety of useful scouting units, abilities, and technologies. Knowing how to use all of the tools at your disposal to gain an intelligence advantage over your opponent is critically important.

AERIAL SCOUTS

For Terran and Zerg, the most "natural" scouting unit, the one you'll want to consider using, is whatever unit is the fastest.

Once you reach the tech and build requirements, you can utilize an early Air Unit scouting of the enemy's main and natural expansion quite easily.

Placing a few air units on patrol is also a good idea, as they can cover a wide swath of terrain quickly. Don't see your first cloaked air units as the only time you need to do it though!

TERRAN INTEL

Terran have strong, solid recon ability, and their knowledge of the opponents' build with Scanner Sweep should be fully abused.

Terran have excellent defensive power. Make full use of their recon to scout your opponent while keeping your own build hidden. It can cause serious problems for your enemy if they are Protoss or Zerg!

ORBITAL COMMAND SCANNER SWEEP

Terran have perhaps the single strongest recon ability in the game, the Scanner Sweep. This ability allows you to instantly scan any area on the map, granting temporary vision in the area.

This ability has military applications as well. It allows your ranged units to fire upon units atop cliffs. It can temporarily reveal cloaked or burrowed units in an area, giving you a quick answer to cloak or burrow tech from your opponent.

However, its main strength is the ability to instantly scout your opponent's base and army throughout the match.

While expending too much Energy early in the game can harm your economic development, carefully timed scans in concert with normal scouting can give you perfect knowledge of your opponents build.

Canny players attempt to avoid your scans by hiding tech buildings at the edges of their base, so try to scan various areas of the base each time you sweep. Don't just drop it on top of their core structure each time!

Make use of the knowledge gained by using Scanner Sweep to respond to any tech that your opponent is developing. If he's going for cloaking units, get Ravens, Missile Turrets, Ghosts, or another Orbital Command! If he's going air, be sure you have your own air units ready, or a good supply of Missile Turrets, Marines and Thors to deal with them.

SENSOR TOWERS

Another unique defensive benefit of the Terran is the Sensor Tower. Once created, it projects a large radius of sensor coverage, instantly warning you of any hostile units that enter its perimeter with flashing red indicators on both the main screen and the minimap.

Sensor Towers can provide early warning of any attack on your base from non-cloaked units, giving you time to prepare for the assault.

There are a few caveats to the power of the Sensor Tower. The first is that your opponent can see the Sensor radius! Any time you place a Sensor Tower, they know you have one up, and they know exactly where it is. This normally isn't a bad thing, but be careful about putting up Sensor Towers at expansions, you don't want to alert them to your expansion until they find it on their own!

A smart opponent will bait you by placing units inside the Sensor range, then hitting you with a second force from a different direction. Don't become blind to other threats just because you can see some hostile units in range of the tower!

REAPERS

Reapers are solid, cheap scout units. They can Cliffwalk, allowing them to hop onto otherwise inaccessible terrain and provide recon.

While later in the game, air units can do the same, Reapers are cheap and easily accessible early in the game. Placing a *few* Reapers on key ledges can be a useful tactic, just don't go overboard, or you're wasting Supply.

HELLIONS

In addition to being great at worker raids, Hellions are excellent mobile scout units. If you want to quickly scout all expansions on a map, use Hellions to do so in the early game.

Hellions also make good patrollers. Place one or two on patrol routes out in front of your bases, and you'll have a very good chance of spotting any incoming forces (as well as quickly killing scouting workers).

WIDOW MINES

A nasty new addition to Terran "recon", Widow Mines can be used as passive burrowed scouts and nasty land mines all at the same time.

Litter them around the map at expansion sites, key chokepoints, and any area where you expect enemy movement. You can make an opponent reluctant to move their army freely without a Detector present at all times.

PROTOSS INTEL

While Protoss still have weaker intel than Terran or Zerg out of the gate, they have gained a powerful scouting and Detection unit in the form of the Oracle, a new spacecraft built from the Stargate.

Protoss do get a very strong mid and late game scout in the form of the Observer, and the fastest air unit in the Phoenix, giving them excellent aerial recon.

Be sure to make use of Probe scouts, because Protoss lack easy early game methods of scouting your opponent. It is important that you maintain a vision web by having Probes out on the field and at xel'naga towers until your midgame scouting comes into play.

As Hallucination no longer requires research, you can also make use of Hallucinated units to scout early in the game. This gives you several options for scouting.

STALKER BLINK

Stalkers on their own are reasonably speedy units that make decent scouts, but once they acquire Blink, they become excellent units for recon.

Even if you lack an air unit to grant line of sight to an enemy base on a ledge, you can always make a frontal feint attack and then use Blink to get past the defenders. Losing the Stalker isn't important here (and you may not anyway, depending on how fast your opponent is), you just need to get a unit inside the enemy base and see what they are building.

Blink can also be used in concert with air units to place Stalkers up on ridges that normal ground units can't reach, though because they are a ranged unit, your opponent will know they are there when they pass them!

SENTRY HALLUCINATE

The illusory units created by Hallucination function exactly like their normal counterparts, which means that if you create an illusionary Phoenix, it scouts just as well as the real thing!

Illusionary units deal no damage, but they do provide vision, so you can use a fake Phoenix to check your opponents build, and to provide line of sight up ledges. They are great for attacking your opponent's main base up a ramp, or for blinking Stalkers onto otherwise inaccessible ledges.

Hallucinated units don't have the duration to act as permanent aerial patrolling scouts, so instead, use them for base recon and forward recon when attacking with your army.

OBSERVER

The Observer is an amazing scout. The Observer is a flyer that is *permanently* cloaked *and* it is a Detector.

Consequently, in the mid to late game, you can potentially have the entire map covered in Observers, and even a diligent opponent who scouts out your Observers and actively attempt to eliminate them will still probably miss a few (not to mention the time and effort it takes to hunt them down).

Building at least a few Observers in the midgame is always a good idea. They are vital against Zerg to fight Burrow, and still important against Terran or Protoss to deal with Ghosts, Banshees, and Dark Templars.

DARK TEMPLAR

While hardly a traditional scouting unit, Dark Templars permanent cloaking certainly gives them an edge in the recon department.

Be careful to place stationary Dark Templar scouts on Hold Position, so that they don't run off and attack the first hostile unit they spot. If an army passes directly over them, they'll still take a swipe, so be sure to place them slightly off to the side if you're watching a commonly travelled path.

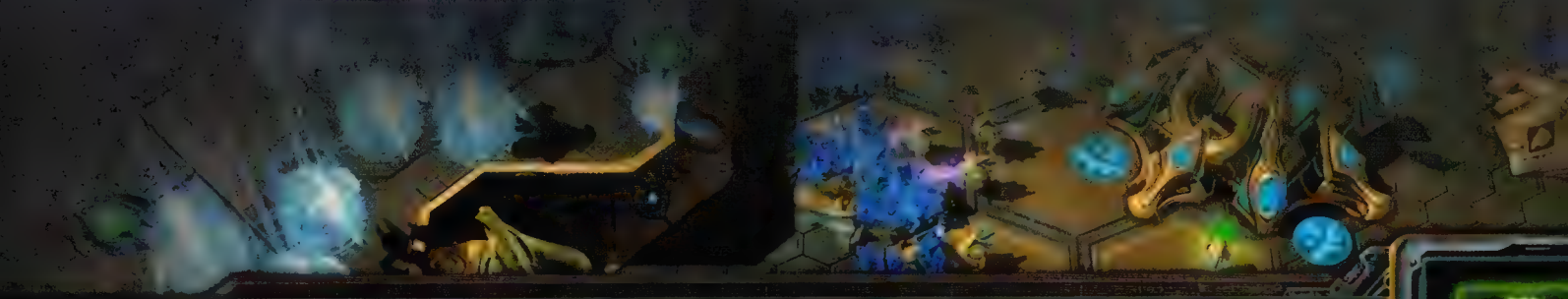
You can also use Dark Templar to scout enemy bases or expansions, just be wary of enemy Detectors. In spite of the risks, the resource cost for a single Dark Templar is hardly excessive, so if you're planning on building Dark Templars anyway, use them to the fullest, in combat and in scouting!

ORACLE

As the name implies, the new Oracle unit is a superior scout. With good movement speed and two abilities dedicated to reconnaissance, the Oracle can be used to keep tabs on enemy army movement, the enemy base, or as a temporary Detector.

The Detection ability is particularly important, because it means you are no longer locked into building Observers in every match. Oracles aren't a permanent solution, but they do allow you to go Starport instead of Robotics every match.

Just keep in mind that with the new twin threats from Swarm Hosts and Widow Mines, you're usually going to need Observers eventually.



ZERG

Zerg have several fantastic recon advantages over the other races. Their Overlords can fly. ALL of their ground units have access to Burrow. Finally, Creep Tumors provide free vision as the creep spreads across the map.

Remember that burrowed units have about half the vision of a unit above-ground (though Roaches, Infestors and Swarm Hosts keep their full vision while burrowed).

Once you gain access to Burrow, place a single burrowed Zergling at every expansion site, and scatter a few across the map at key chokepoints between your bases.

Be careful with Overlords. Once you have the Overlord speed upgrade, they are somewhat more mobile, but don't use your core Supply producing Overlords as military scouts, you can get into serious trouble if several die rapidly, forcibly capping your Supply.

QUEEN CREEP TUMOR AND CREEP

The Queen can spawn a Creep Tumor for 25 energy, creating a burrowed structure that then automatically spreads creep.

Creep Tumors can only be placed on existing creep, but the creep generated by an Overlord works just as well as the creep created by any building!

Each Creep Tumor can spawn one new Creep Tumor, so this allows you to constantly expand the borders of your creep, out from your base into the midfield.

Because creep provides both vision and a speed boost to Zerg ground units, getting several Creep Tumors up and running just past the early game is always a good idea.

Creep Tumors are vulnerable to an enemy who brings a detector along with them on a military push, but they are cheap to rebuild in the midgame, and when they've provided you with early warning of the attack and faster movement to respond to it, consider it a fair trade!

BASE SCOUTING

Each race has a different ability to defend their own base from recon, and to scout your opponents base.

As with general scouting, all races can scout the enemy base with air units once they have access to them. Until you have air units, you have to use your other options.

With Scanner Sweep, you can *always* scout your opponents base and see what he is teching to. Be careful not to overuse this early over your MULE production, but as you approach the mid game, make use of scans to see what tech route your opponent is taking.

On defense, with your ability to wall in freely, you can often keep enemy ground units completely out of your base, preventing your opponent from scouting you without another way in.

OVERLORD AND OVERSEER

The basic Overlord is a solid scouting unit due to its aerial nature, but you need to be careful not to lose your Overlords to aggressive scouting.

Overseers, on the other hand, are instantly available once you have upgraded to a Lair. They act as Detectors, in addition to having faster movement speed than Overlords, *and* the ability to spawn Changelings for even more recon.

Overseers should accompany your mobile military force if you know or suspect your opponent is making use of cloaking units, and always against Zerg to kill burrowed units.

Be sure to research the Overlord speed upgrade as quickly as possible, it is very cheap, and the movement speed increase for both Overlords and Overseers is very important, both for scouting, and for the safety of your Supply!

CHANGELING

The Overseer can create Changelings for the cost of 50 energy. These mutable creatures transform into a Marine, Zealot, or Zergling automatically whenever they come into range of a hostile unit.

With this new decoy unit, you can then move into your opponents base to scout, or move along near his army to keep tabs on his movement.

Changelings are vulnerable to Detectors, and observant opponents *will* spot your changelings and destroy them, but don't worry about that. Changelings are essentially free recon. Use them as such!

BURROW

Burrow allows ALL Zerg ground units to function as hidden scouts. While any unit can do this, Zerglings are especially well suited because of their extremely low cost and good movement speed.

If you want greater vision from your burrowed units, burrow a few Roaches at key areas. Otherwise, Zerglings scattered all over the map work quite well, particularly at all expansion sites and on the routes between your bases.

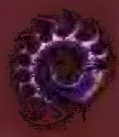
PROTOSS

By choking off your base entrance with buildings and units on Hold Position, you can protect the interior of your base from ground scouts almost as easily as Terran.

For enemy base scouting, use Hallucinated aerial units from your Sentries.

By the midgame you gain access to new methods for base scouting. The Stargate gives air units and the Oracle, the Robotics Facility gives Observers, and the Twilight Council gives you access to Blink.

ZERG



Zerg have no means at all of walling off their base in the early game and it is somewhat expensive and messy to do in the midgame, though possible.

Consequently, you have to rely on your military force to repel any adventurous scouts early in the game. The movement speed boost you gain on creep can help, but be sure to place key tech buildings like the Spire as far from the front of your base as possible, to try to hide their presence as long as possible.

For enemy base scouting, Overlords provide early and immediate access to any enemy base, just accept that a dedicated scouting Overlord is probably going to get shot down, and choose when to send it for the most information gain.

Once you reach Lair tech, you gain Overlord speed, and you have access to Overseers and Changelings, both of which are useful for base recon, and can be used no matter what unit path you are pursuing.

CONTINUOUS SCOUTING

Scouting tends to be one of the most difficult areas of the game for new players to focus on. Partly because processing the information can be difficult, and partly because it feels like it draws away valuable attention from your base development or military management.

While this is true, the value of the information gained is so crucial that we believe incorporating early recon and constant scouting into your builds is just as vital as your initial economic and military buildup.

Managing your scouts is lower priority than microing your military (ALWAYS prioritize your military). However, any time you have a lull in the fighting, do a quick scout check, replace any xel'naga sentries you lost, and get a new scout in front of your opponent's base.

It is easy to forget about scouting in the mid and late game, but don't! Keep up your recon all throughout the game.

By the late game, each race should have a strong network of intelligence, and you should *always* know where your opponent has expansions, and where his main military force is.

You can't always keep track of enemy aerial units perfectly, or small raiding forces, but you should never lose sight of your opponents main army, and you should absolutely never allow your opponent to have a "free" expansion that you never scout or threaten!

BASE DEFENSE

We've touched on this topic before, but as it relates to scouting, having full vision in and around your base is very important for responding quickly to worker raids.

All races have access to various units and abilities that are ideal for hitting worker lines, and all good players *will* hit your worker lines, sooner or later.

You can't stop these raids, but what you can do is minimize the damage that they deal, and one of the ways you go about doing that is by having full vision in your base.

Make sure that you use your Supply producers to spread vision around your base. Just doing this simple step alone can save your workers from getting hit by an aerial assault or cliffwalker attack. It's better to lose a core structure and rebuild it than it is to lose your entire worker line *and* your core structure!

Beyond getting vision on the full extent of your bases, it is also important to have scouts on the outskirts of your base. We've already touched on the importance of covering the xel'naga towers and the corridor of space between your bases and your opponent's bases, but it is also worthwhile to maintain a few patrolling units on the outskirts of your bases.

Later in the game, when you can afford to spare them, one or two air units on patrol on the obvious air approaches to your expansions can also help to protect against worker raids in the mid and late game.

In any base that is on an elevated ledge, your ranged units can make use of the vision to attack incoming troops as they try to move to the entrance to your base. On some maps, this can provide you with a very useful damage advantage in the coming battle.

SCOUT! SCOUT! SCOUT!

We really can't say enough about scouting. Perhaps because scouting isn't as obviously part of the game in the same way that building your base or fighting with your military. Don't make that mistake. Consider scouting to be every bit as important as your economic buildup, your military buildup, and your fighting.

In all honesty, scouting is *easier* than any of those skills!

Try to grow your scouting skills alongside every other aspect of your play. We promise it will pay a generous return on your investment!

In a match where you really nail your recon on top of your build order and combat, and your opponent does *not* scout, it can almost feel like cheating.

- You always know what your opponent is teching for, so you always build the right counters.
- You know if your opponent is rushing or quick expanding, so you know to defend or to attack early.
- You know what army makeup you are facing, so you know what build to use in response.
- You know where your opponent's army is, so you're never surprised, and you can ambush it at any time.
- You know when and where your opponent is expanding, so you know where to attack.
- You can spot a weak army and attack with a superior force.
- You can spot incoming raids coming before they hit your worker line, so you get away with minimal losses.

OFFENSIVE STRATEGY

Finally, we come to the fighting.

WHAT IS AN ARMY?

StarCraft II *armies consist of groups of individual units. This might seem like a positively obvious statement, but the important point here is that when you create new units,* ***they must be added to a larger group.***

If you do not keep your units together in a large force on offensive defense, when your opponent rules in both his army in one-game group, your individual units will be picked off while inflicting little to no damage.

You ***must*** *keep your units together at all times to create an effective fighting force. Be sure to carry newly created units into one area, and quickly add them (by using Shift+#) to your army hotkey.*

Routing forces and aerial forces can be separate groups. But when it comes to your army, keep your units together, or expect to spend painful defeats against opponents who do.

It might seem strange to have the discussion of combat tactics and strategy last. But while combat is obviously an important part of the game, your base development, economy and military buildup, and scouting are all pillars that prop up your military.

- Without a strong economy, you cannot produce enough military to fight.
- Without a good infrastructure, you cannot replace losses fast enough to recover from a defeat.
- Without advanced technology, you cannot defeat your opponent's upgraded units and abilities.
- Without constant scouting, you won't know when or where to attack or defend.

Now, with that said, we begin with the first and most important rule for battles in *StarCraft II*.

NEVER TAKE YOUR EYES OFF THE FIGHT

We've said this before, and we'll say it again: Once the combat starts, all of your attention must be on the fight.

All of the preparation that goes into creating your military is wasted if you throw away your military force because you were too busy constructing another building, creating another worker, or scouting the map.

The instant you hear a combat alert, immediately hit the Spacebar, double tap your army hotkey, click the minimap, or click on the alert.

From that point on, focus on the battle until you win or lose. Depending on how the battle goes, you can decide whether you should push or retreat.

MULTITASKING

As your skill in ***StarCraft II*** *improves, you will find that even during battle it's possible to maintain unit production and research at your base by making use of hotkeys. But this is* ***much*** *less important than managing the battle.*

It is far better to beat resources and then dump them after the fight to rebuild than it is to split your attention and suffer a crushing defeat because you were worried about 'falling behind.'

If you focus on the fight and your opponent does not, you can defeat his army and push right into his bases or expansions and hit his worker lines.

WHY GO ON OFFENSE?

With few exceptions, it's always preferable to be on the offensive than the defensive. Keeping pressure on your opponent keeps him occupied, and can prevent him from expanding or attacking you. Fully containing your opponent can allow you to expand with impunity.

Playing offensively also has the benefit of built-in scouting. Because you have units with eyes on the enemy's troops (and often base), you can usually make use of the information. While your opponent is busy fending you off, you can tech towards a weakness in his forces, or build a defense for a tech he is pushing towards.

Against a roughly even opponent, it is rare that any single early skirmish is going to win the match for you. Even if you suffer slightly greater losses and your opponent counterattacks, you still have time to rebuild your forces and make use of choke points and wall-ins to defend yourself.

In the mid and late game, all-in offensive pushes are more risky. Unit production often reaches a point where if you suffer heavy losses in comparison to your opponent, their counter-push will have more units than you can defend against, even with defensive advantages.

Learning when to make a mid or late game attack is part experience and part scouting. In some cases, you simply have to make an educated guess about the comparative strength of your armies and go for the kill.

If your opponent has an obvious weakness to your army (little or no anti-air, little or no detection, poorly placed base defenses, an undefended choke point), press the attack.

Similarly, if you've discovered that your opponent's micro is generally inferior to yours in a straight fight, or your casters are inflicting disproportionate casualties, use that edge to push when your forces are roughly numerically equal.

COMBAT TIPS

You can use flying units to grant vision to higher ground. This is particularly useful when you have ranged units on a lower level and an opponent is defending a narrow dump choke point with units from above.

Cloaked or sensitive units are ideal for gaining sound to high ground, though some special abilities can also be used for temporary reconnaissance on high ground.

Focus firing with air units or longer ranged units is more effective than with more units or short ranged units.

WHEN TO ATTACK

Immediately!

Most newer players tend to hesitate to attack. They fear leaving their base undefended while the army is away. But this is (in most cases) an unfounded fear.

RUSH RUSH

Just how fast should you attack? On any smaller map, where the distance between your bases is low, try building your first military building early. Then send your very first military units straight to your opponent's worker line.

Seem crazy? You'd be surprised how often you can get several worker kills for free at the start of a match against an opponent who didn't build their military immediately.

You don't even need to cripple your economy or go for a pure rush build to do this either. Just hit them immediately. If you see they've walled off or do have troops already, no problem, back off (free scouting!)

With good scouting, you will have early warning of any significant ground assault from your opponent. With few exceptions, there are very few early raiding units (and no aerial units) that can inflict critical damage to your base or workers early in the game.

Additionally, early raiding units means that your opponent has less main troops at home. They have to make a decision about which force to micro (and if they ignore their main army in favor of raiding, you're going to wipe out their army fast and have time to return and deal with the raiders).

In the mid and late game, there are more dangerous raiding troops present. But by that point, you should have expansions up, and more options of your own for defense while your army is away.

When you have a sizable offensive force, make a push. As long as you don't overcommit yourself, you really have nothing to lose. You may suffer some losses, but your opponent will as well, and psychologically, you can put them on the back foot by being the aggressor. This may cause your opponent to hesitate to attack or expand, or possibly to waste time and resources on building unnecessary base defenses.

MY ARMY IS TOO SMALL!

Another common reason for hesitation to attack among newer players is the feeling that their army is somehow 'too small.'

Remember, as long as you've been following all of the economic and infrastructure advice we've given, you should **not** be at an economic disadvantage.

As a result, the army that you can build will be just as large (or larger) than your opponent's, unless they are choosing to produce troops at the expense of their economy or technology (and if you're scouting well, you'll know that too!).

It is generally a good time to attack just after a new unit or technology hits the field. Push with Ghosts against Protoss, with Colossus against Terran or Zerg, with Roaches after Burrow finishes or with Swarm Hosts as Zerg, and so on.

You don't even have to wait for a higher tech unit either. Mass up basic troops and push! Hit your opponent with Marines and Marauders just as Stim Packs or Stim Packs and Level 1 Weapons research finishes.

Push with Zealots or Zealots and Stalkers with a lone Sentry just as Ground Weapons Level 1 finishes. Push with Zerglings and [illegible] Banelings are ready.

The same story goes with early raiding. Get your Reapers or Widow Mines up, zip in with speeded Zerglings, beeline for an Oracle, and hit workers.

Scouting in advance of an attack is always a good idea. You should already have a scout network in place across the map before your first attack (even if it's just a few workers!), so you aren't surprised by the enemy army half way across the map (or worse, hitting your base while you hit his).

Always aggressively push with your army if you are reasonably certain you can escape with little or no losses.

PUSH! PUSH! PUSH!

[illegible] moving and finish the push. You can stop once you've defeated your opponent, destroyed an expansion or worker line, retreated, or settled on containment outside your opponent's base.

The longer you wait once a push begins, the more time your opponent has to [illegible] and critically, build new units that your current army may not have the answer for.

[illegible] possible on the trip from your base to your target.

[illegible] and military growth while moving your army (and eventually even while fighting). But while you're still learning, commit to your offensive actions.

Aggressive offensive actions can win the game for you; stalling them can have dire consequences.

It's important that you use the intelligence gained from scouting to determine if it's safe to push in the mid and late game. You need to know what types of units your opponent is using, as it can affect the safety of a push.

For example, an army of slow units against your opponent's army of faster units (or worse, faster ranged units) is not a safe push.

If your opponent is fielding Speedlings, Hellions, Zealots with Charge, or Stalkers with Blink in the early engagements, be careful about overcommitting on offense with slower units. You can easily lose the bulk of your army trying to retreat if the fight does not go in your favor.

Another dangerous situation is pushing when you know your opponent has a reasonably well defended base and a sizable air force. Either air to ground aerial units, or drop ships of some sort. Make sure you have enough anti-air defenses and troops at your base to fend off the attack, or you may suffer serious damage at your main base while your army is out in the field.

If your opponent has significant cloaked or burrowed forces (Widow Mines, Swarm Hosts, Dark Templars), you need to have *multiple* ready sources of Detection so the loss of a single detector does not render your army helpless.

TYPES OF ATTACKS

Attacking through multiple vectors (ground, air, cloak), can also force a response from your opponent. If they don't have an answer to your air or cloak attack, you may well win the game right there. If not, it's still likely that you will inflict enough damage to pay for the cost of teching to that particular air or cloaking unit.

Air units are particularly notable as an offensive force, as they *must* be dealt with. Once air to ground forces reach a point of critical mass, they can begin to take on even dedicated anti-air ground units. Once that happens, static base defenses can crumble, and anti-air can be picked off due to the superior mobility of the aerial units.

Caster units are another valuable tech to attain. As a general rule, casters are at their most dangerous when accompanying your army in small numbers. Even 2-3 caster units, used well, can act as a force multiplier, greatly increasing the danger of your army. Just be careful not to go straight for casters if you can't deal with an opposing air or cloak tech!

CONTAINMENT

Containment is simply the act of locking your opponent in their base and preventing them from expanding. If you can contain your opponent (even if you can't quite break through his army and defenses), you are free to expand.

Once your expansions are up and running, no matter the opponent's level of defenses, you will vastly outnumber and outproduce your opponent. Even with perfectly managed defenses, your opponent will run out of resources and eventually be unable to replace losses.

Containment can be as simple as parking your army outside the opponent's base at his natural expansion, or as elaborate as forward-building turrets and military structures.

Generally, those resources are better spent on expansion, teching, and unit production at home. But there's nothing stopping you from spending some resources on strengthening a contain if you do get extra expansions running—you have the income, use it!

CONTAINMENT ESCAPE

Be wary of containing Terran players on a map with island expansions. Terrans can construct a Command Center and simply fly it out of their base, expanding safely even while contained.

Similarly, Zerg can use a Nydus Canal and an Overlord to expand out of their base without needing to use the front door.

Protoss lack those easy options, but they can build Warp Prisms from a Robotics Facility and simply transport Probes to another base.

Remember to keep scouting the interior of their base and expansion sites on the map. You need to know what they are using to break out, or if they have broken out, to where!

Watch for escape attempts by your opponent when they are contained. You can almost always expect that your opponent will quickly tech to whatever unit or ability they think will work to get them out of their base. This can often be air units, so watch for hits at your main base.

Scouting the interior of the opponent's base while they are contained is even more important than normal. You need to see what tech they are choosing to respond with. If you're aware of their answer before they can deploy it in force, you likely have the game already won.

Don't be afraid to back off on a contain if you can't maintain it. If you see that your opponent has built a good counter to your containing force, retreat before you suffer serious losses, while you build a counter of your own.

The time that you gained to freely expand once or twice will pay off with faster economic growth, which you can then use to hit your opponent again, even if they managed to make you back off and get an expansion of their own.

DEALING WITH DEFENSES

Always remember that static defenses are fairly easy to bypass with your army. If you feel that you have the numeric advantage on the ground, even if your opponent has some defenses built, push into their base and take some damage to bypass the fixed defenses.

While Zerg can pick up and move Spine Crawlers, neither Protoss nor Terran have this luxury. Even Spine Crawlers are fairly slow to be moved, slower than you can move your ground army around to hit a Drone line or a specific tech building.

If your opponent is *really* walling off their base with a great number of fixed defenses, simply contain him and expand. But when you must break through an enemy defensive wall, each race has several units and abilities that are particularly useful for destroying, disabling, or bypassing enemy defenses.

Note that air units are always useful for bypassing fixed ground defenses. But enemies will usually build anti-air fixed defenses in greater numbers at their frontal choke point and at their worker lines. You need a significant critical mass of air units to destroy these defenses fast enough to avoid retaliation by the nearby enemy army.

Cloaked units are generally *not* great units to use for bypassing defenses. Some fixed defenses give Detection, so if your opponent is walled off, save the cloaked units for containment and general combat in the field or on defense. However, if your opponent isn't diligent about placing them, you can bypass them. Or you can hit a more lightly defended expansion by first destroying the detectors, and then using your cloaked units to raid the expansion.

Cliffwalkers, of course, are quite useful for bypassing fixed defenses and raiding. The Colossus can get a range upgrade to outrange fixed defenses. Reapers can hit and run, then regenerate Life.

DESTROYING DEFENSE		
Terran	Protoss	Zerg
Siege Tank	Immortal	Baneling
Ghost Nuke	Colossus with range upgrade	Brood Lord
Battlecruiser	Carrier	Swarm Host with duration upgrade
N/A	Tempest	N/A

BYPASSING DEFENSE		
Terran	Protoss	Zerg
Reaper	Stalker Blink	Roach Burrow
Ghost Cloak	Colossus	Infestor Burrow
Banshee Cloak	Dark Templar	Nydus Canal
N/A	N/A	Overlord Transport

PRESSURE

Every time you attack an opponent, you're putting them under pressure. Enough pressure can cause a weaker opponent to crack outright.

Less experienced players simply do not like being harassed constantly while they're trying to come to grips with the game and build up their economy, their base, and their army.

Intermediate players are less likely to fold under constant pushes, but they ***are*** *likely to overreact to a threat you present. They may hesitate to expand, or to retaliate. They may waste resources building counters that are no longer relevant to your offensive strategy.*

Veteran players expect you to threaten them constantly throughout all stages of the game. They tend to rely on scouting and experience to respond to attacks, rather than blindly committing to a specific counter or course of action.

Regardless of the skill level of your opponent, pressure is still important. Even the best opponents can be ***forced*** *to react in a certain way. Whenever you know what your opponent's next move is, you're one step ahead. Or to put it more simply—it's better to be the player harassing with Mutas than the one wishing for anti-air.*

UNIT COUNTERING

StarCraft II has few hard counters, and many situational ones. While air units and cloaked units are special cases that can fully counter ground forces without anti-air or armies that lack detection, most units have a slight damage bonus against a specific unit type, or no obvious counter in their raw statistics.

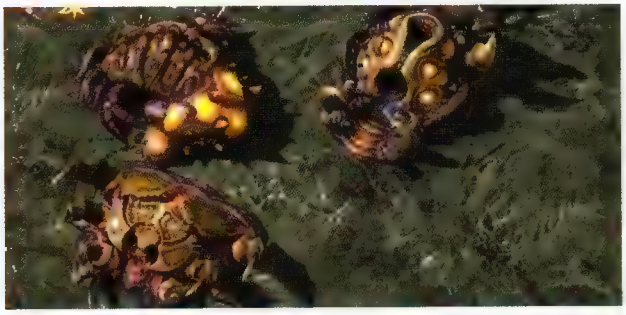
A lot of unit countering comes down to certain basic attributes and properties of a unit.

BASIC UNIT COUNTERS	
Unit Property	Strong against
Air to ground	Ground units without anti-air
Cloak/Burrow	Units or buildings with no detection
Ranged	Melee units, units with less range
Fast	Slower units
Bonus damage	Units vulnerable to the bonus damage
Area of effect damage	Large clumped armies, armies fighting in choke points

The interplay between cloaked, air, and ground units is a fundamental aspect of the tech tree war. If you can reach and utilize air or cloak technology before your opponent, you can often inflict enough damage to seal a victory, either immediately or later in the match as a result of the damage done.

Softer counters, bonus damage against specific unit type, or area of effect damage are all much more situational.

Fighting at a disadvantage can be crippling. But it may not matter if, for example, you have a significantly stronger economy and can win against the soft counter to your army composition through sheer numbers (or intelligent micro and ability or terrain usage).



AIR AND CLOAKING

Aerial units and Cloaking (or burrowing) units are key units in the tech tree war. If you have air or cloak technology before your opponent, you can often inflict serious damage until they manage to counter with air units of their own, heavy anti-air ground forces, or enough Detectors to protect their force.

When fighting with aerial forces, you should have one of two goals: striking your opponent's bases and expansions where he cannot retaliate, or supporting your army on the attack, focus firing enemy air-to-air and ground-to-air units. If you finish off your opponent's anti-air capability, he must retreat, or suffer terrible losses.

AERIAL DEFENSE

CLOAK DEFENSE

Cloak (and burrow) works similarly. Once cloaking hits the field, your opponent must field detectors with his army in order to safely attack.

For this reason, you should always focus on killing enemy detectors with their army when they are out in the field. Just like the anti-air war, if you kill his detectors and still have cloaking units in the fight, your opponent *must* retreat.

When attacking an enemy base, Detector structures provide vision for the defender, so don't expect cloaking to act as an instant-win when attacking bases. But even there, if you focus on taking down the detectors in battle as a priority, you can give your cloaked units free reign to deal damage until more detectors can be built.

There are two special types of 'cloaked' units that can be spotted by any Detector, the Zerg Overseer's Changeling and the Protoss Sentry's Hallucinations.

ANTI-AIR GROUND UNITS		
Terran	Protoss	Zerg
Marine	Stalker	Hydralisk
Ghost	Sentry	Queen
Thor	Photon Cannon	Spore Crawler
Missile Turret	N/A	N/A
Bunker	N/A	N/A
Widow Mine	N/A	N/A

AIR TO AIR UNITS		
Terran	Protoss	Zerg
Viking	Phoenix	Mutalisk
Battlecruiser	Void Ray	Corruptor
N/A	Carrier	N/A
N/A	Tempest	N/A

CLOAKING UNITS		
Terran	Protoss	Zerg
Ghost	Dark Templar	Any Burrowed Ground Unit
Banshee	Mothership	Changeling
Widow Mine	N/A	N/A

DETECTOR UNITS AND ABILITIES		
Terran	Protoss	Zerg
Raven	Observer	Overseer
Missile Turret	Photon Cannon	Spore Crawler
Orbital Command Scanner Sweep	N/A	Infestor Fungal Growth
Ghost EMP	Oracle Envision	N/A

TARGETING THE WEAKEST LINK

Whenever fielding cloaking or air units with your army and fighting away from the enemy base, you should always try to target your opponent's mobile Detectors or anti-air units. If you can destroy them all, you can force a retreat by your opponent, or you are guaranteed to wipe out his army.

UNIT SPEED

Fast and slow (particularly fast ranged units against slower melee units) interactions come down partly to micromanagement and partly to the battlefield. If you're defending a choke point with slow units and have no intent to pursue your opponent, the speed isn't an issue.

On the other hand, if you're attempting to come to grips with a group of faster units that are being directly micromanaged to stay out of reach, you can potentially lose your whole force.

This is also true of retreating from a losing battle. Speed gives you the ability to disengage, retreat, and return to fight again safely. If your army is slower, retreating will cause you to suffer much heavier losses.

This does not mean you should never attack with a slower force. This simply means that you should be aware of the risk before you commit to an attack.

NOTABLE FAST UNITS		
Terran	Protoss	Zerg
Reaper	Stalker with Blink	Zergling with upgrade
Hellion	Phoenix	Mutalisk
Medivacs with Afterburner	Oracle	N/A

RANGED AND MELEE

There are only a handful of pure melee units in the game: the Protoss Zealot, Zerg Baneling, Zergling, and Ultralisk. Technically, the Zerg Brood Lord has a melee attack, but the 'delivery' is ranged. There are also a few very short ranged units, the Zerg Roach and the Protoss Archon, that behave similarly to melee units in some respects.

As a general rule, melee units need wide, open ground to fight at maximum effectiveness. When melee (or very short range) units attack an enemy force, they will deal the most damage when they have the room to move up and surround enemy units.

Ranged units prefer fighting at choke points or from high ground. Note that for purposes of ranged units, a wall of melee units in front can be just as good as a choke point!

One side-effect of this behavior is that *physically larger* ground forces are *more* vulnerable to melee units in the open, as they have more area for melee units to surround and attack them from.

MELEE UPGRADES

Both the Zealot and Zergling have movement speed upgrades that greatly increase their effectiveness. Be sure to grab these upgrades early, or as you go into the midgame, depending on your build order.

Consequently, this battle comes down almost entirely to terrain and micromanagement. If you can hit your opponent's ranged force out in the open, you can fight at full effectiveness. If you can bottle up your opponent's melee forces at a choke point with your ranged force, you can inflict massive damage while the melee units struggle to break through.

High ground is also very valuable for ranged units. Remember, enemy units cannot return fire to units on higher ground without vision, and melee units can't return fire period.

RANGE FOCUS

Ranged units can make the best use of focus fire. Focus firing with melee troops to lower engagements is generally a bad idea. While they are struggling to reach your designated target in melee, your opponent's ranged troops are hammering away freely.

In any mixed engagement of troops, try to control (at least) your longest range ranged troops and focus fire down key targets in your opponent's army—highly dangerous units that are on the field in smaller numbers, or casters.

If there are no high value targets, focus firing enemy units is fine as well.

BONUS DAMAGE

Units with bonus damage are a natural and obvious counter to units that are weak to that bonus damage. They are especially effective if your opponent is massing an army that is almost exclusively one unit type.

However, with the obvious out of the way, it is worth knowing that just because you have a force of troops with bonus damage against most (or even all) of your opponent's army, that does *not* mean you will win 100% of the time.

Numbers, upgrades, micromanagement, flying or cloaking, and terrain all play a significant role in any battle. Bonus damage is simply an advantage, not a guarantee.

Always take advantage of bonus damage when you can, but don't rely on it to win the fight for you without your intervention!

BUILDING BASHING

Note that all structures are Armored, in addition to their Structure type, so units with a bonus against Armored targets are always a bit better against buildings (or a lot better, in the case of the Protoss Immortal).

Zerg Banelings have a special attack that is strong specifically against Structures.

BIO BLOB

The Protoss Archon is unique in that it has a damage bonus against all Biological targets. Naturally, this makes it most dangerous against the Zerg, good against Terran players massing Barracks troops, and least effective against the Protoss unless they are massing Zealots heavily.

TERRAN BONUS DAMAGE	
Unit	**Vs.**
Marauder	Armored
Ghost	Light, Psionic
Hellion/Hellbat	Light Ground
Siege Tank	Armored Ground
Thor	Light Air
Viking	Armored Air

PROTOSS BONUS DAMAGE	
Unit	**Vs.**
Stalker	Armored
Immortal	Armored Ground
Oracle	Light Ground
Phoenix	Light Air
Void Ray	Armored
Tempest	Massive
Archon	Biological

ZERG BONUS DAMAGE	
Unit	**Vs.**
Baneling	Light Ground, Structure
Corruptor	Massive Air

AREA OF EFFECT ATTACKS

With few exceptions, area of effect attacks don't start showing up until the midgame, generally after the first few skirmishes have already been fought. However, this works out well. Area of effect damage is most effective against *large* clumps of troops, and those packs generally don't arrive until the midgame and later.

Once armies reach large sizes, you should *always* be fielding some form of AoE mixed in with your army. Their effectiveness is multiplied by the number of enemies they can hit with each attack.

If your opponent is not using AoE of their own, you are very likely to come out of any major battle in the mid or late game with a significant advantage in remaining troops, possibly enough to cripple an expansion, or simply finish off your opponent.

AREA OF EFFECT ATTACKS		
Terran	[illegible]	**Zerg**
Siege Tank Siege Mode	Archon	Baneling
Ghost EMP	High Templar Psionic Storm	Infestor Fungal Growth
Raven Seeker Missile	Colossus	Mutalisk (minor)
Hellion/Hellbat	N/A	Ultralisk
Widow Mine	N/A	N/A
Thor Javelin Missiles	N/A	N/A
Planetary Fortress	N/A	N/A

UNIT MIXES

Unit mixing is a very basic and simple tactic. You build two complementary unit types (either due to resource cost, tech tree placement, or unit role), and add a third support unit in smaller numbers to supplement your army (or in the case of the Zerg, add a third unit in swarming numbers).

Such mixes form the core of any military force. While the exact composition varies from game to game (and army to army), the principle is a simple and effective one: Maximize your unit production, build an overwhelming force, and push into your opponent.

A word of caution: While mixed forces are effective, trying to mix *too many* units is often a mistake. It takes too much time and investment of resources to create the necessary structures to support many different units in the early and midgame. If you try to spread your army out over many units early, you are going to find yourself facing an enemy army that has fewer *types* of units, but *many more* of them.

Don't hesitate to deviate from the early game mixes of units once you're into the midgame and past the early skirmishes. But don't lose games because you didn't build enough troops!

RUSHING

Rushing, in all its myriad forms, is simply committing to a powerful early offensive against your opponent. The specifics vary depending on the races in the match (and the map and starting locations), but the basics are simple: Build a strong military early, at the expense of your economy, and rush your opponent before they are prepared to deal with such a large force early in the game.

Rushing is distinct from early game attacks or harassment, which you should *always* be engaging in or expecting to defend against. Such early attacks rarely have severe economic repercussions for either player, assuming roughly equal skill.

Committing fully to an early rush typically puts you well behind in the teching game if your opponent manages to fend off your rush. It may also put you behind on worker count, further damaging your ability to compete effectively in the transition to midgame.

Rushing does have certain advantages however. It always results in the quickest possible victories. It can handily defeat an opponent who is quickly teching or expanding at the expense of their early game military. And it can force you to learn better unit micro to make the best use of your units, which are that much more precious when you are depending on them fully for an early victory.

An unsuccessful rush that deals heavy economic damage is an acceptable outcome. You are still on roughly even ground when you rebuild, and your opponent may well be shaken from the aggressive early attack.

Remember that your first priority target is *always* the enemy workers, unless you know you can defeat his few military forces entirely and then finish off the workers.

Rushing is generally most effective on smaller maps, where the distances between bases are short. Rushing is all but useless on large maps. The longer your troops have to travel to hit the enemy worker line, the less effective the rush is going to be.

Experiment with rushing while you're learning to play the game. It's very important that even if you don't always rush, you understand how to do so, and what its weaknesses are. This better enables you to fight off enemy rushes.

COMMON EARLY MIXES

TERRAN

Marines and Marauders form the core of any solid Terran infantry force. Both are increasingly effective in larger numbers, both benefit from Stim Packs, and both are further boosted by the addition of Medivacs.

Reapers are now easily built early in the game in *Heart of the Swarm* and make a nice early hit-and-run squad.

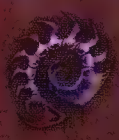
Terran Marines also benefit from a durability upgrade that increases their staying power in battle, further magnifying the impact of Medivac healing.

Hellions/Hellbats and the Widow Mines can be used for a nasty early raiding and containment force.

PROTOSS

Zealots and Stalkers are the heart of the Protoss ground army. Both have upgrades to boost their mobility, allowing the Zealots to get into melee quickly, and the Stalkers to aggressively pursue or quickly retreat as needed.

The addition of the Sentry provides more solid range damage, ranged protection, instant choke point generation, and decoy targets to inflate overall army Life.



ZERG

Zerglings and Roaches form a strong initial ground force for the Zerg, though Hydralisks can replace or supplement Roaches later in the game as a versatile anti-air unit.

Zerglings are an omnipresent and cheap threat. Roaches provide a tough core to the army. Hydralisks become an increasingly dangerous ranged threat as their numbers grow.

Zerglings can be morphed into Banelings at any time to provide a strong area of effect and building demolition force, strengthening the utility of any Zerg ground offensive.

RUSH DEFENSE

While walling-in is the best defense against an early attack, a true rush will sometimes hit before a wall-in is complete. Zerg do not have the option to easily wall-in.

Early scouting is critical for detecting a rush build. If you see that a rush is coming, get your military units building immediately.

*When the enemy troops hit, don't forget that your workers can (and sometimes must) fight to win the battle. A few military units might not be enough to fight off your opponent's early rushing troops. But your military units, plus your workers, plus your producing units and workers **can** do so, if controlled correctly!*

Don't worry about suffering losses against an early rush. Your opponent has damaged his economy to rush you. As long as you don't take excessive losses, you should be at no worse than even, and often in better shape.

PUSHING

Simply fighting your opponent's army and winning isn't enough to win the game. You have to destroy your opponent's buildings (or make them concede). Winning skirmishes is important, but it's equally important that you know when to capitalize on a victory and inflict economic or technological damage on your opponent.

If you can push into their base with even damaged remnants from a fight you barely won, inflicting heavy damage to a worker line or taking down a key technology or unit-producing building can give you the edge you need to finish the match.

When you make a push with your army, *always* have a goal in mind. Simply getting into a fight with your opponent's army is not why you are attacking! If you can attack your opponent's workers and buildings and leave without even fighting the opposing army, do so! By the time he rebuilds from the damage, you will often have a larger army and can crush his force in battle.

Your first priority should be killing enemy workers to slow your opponent's economy. If he is alert and runs the workers away, and your troops are too slow to effectively chase them, go for a building instead.

Taking down your opponent's core structure can stall his economic recovery significantly. Taking down a key technology building can stall his ability to build a critical new unit.

In most cases, unless you broke through with overwhelming numbers, you aren't going to be able to stay long enough to do more than kill some workers or possibly one or two buildings. Once this is accomplished, if you see that your opponent has rallied enough to beat you back, retreat your forces—better to save the money and fighting power, and group them up with fresh reinforcements.

On the other hand, if you see that you may just barely take down a key building, stay put, even if it costs you your army remnants. Losing a few troops and denying your opponent a crucial unit or technology is almost always worth the price.

PRIORITY TARGETS

Always have a target in mind when you hit your opponent's main base or an expansion.

- #1: Destroy workers. This slows and damages the opponent's economy. Good players will run their workers away quickly. If you can't chase them down easily, proceed to the next target.
- #2: Destroy a core structure. This prevents harvesting, forces a rebuild, and generally damages the opponent's economy.
- #3: Destroy a key technology building. This can delay the appearance of a crucial new unit for your opponent, allowing you to exploit the weakness with units of your own.

If you cannot accomplish any of those goals, retreat!

Note that, generally speaking, targeting Supply producers, military buildings, or fixed defensive buildings usually isn't an effective use of your time. While raiding Supply buildings can be useful, and taking down fixed defenses to prepare for a major assault is helpful, once you are actually past the opponent's army and defenses, you want to strike at the heart of his economy, and then at his technology base.

Hitting Supply after you have *already* won the fight against his army doesn't help much, as he is nowhere near his Supply cap. Unless you can manage to destroy *all* of his Supply before he can rebuild or send reinforcements, in which case you should have enough time to win the game anyway!

If for some reason you have not fought his army, targeting his Supply can stop his troop building temporarily. But unless you damage his economy, this is very temporary (and not especially costly) damage.

Similarly, fixed defenses are there to slow or stop your army on the assault. Once past them, you can either ignore them entirely or only destroy the ones that are protecting the workers, core structure, or the tech building you want to destroy.

Military buildings are a special case. For both the Terran and the Protoss, they tend to be tough buildings. It's usually better to use your damage on softer, more critical targets.

For the Zerg, however, taking down certain military structures can be quite useful. Because the Zerg use single buildings to enable unit production at all of their Hatcheries, destroying a lone Spire shuts down *all* of their air capability, and requires a long time to recreate.

RAIDING

Raiding is simply a high speed attack where your goal is to get in and get out as fast as possible, doing optimal damage in the shortest amount of time.

As a general rule, raiding forces are small and secondary to your main army. A large enough raiding force is no longer a raid; it's an army on the attack!

Because raiding forces are smaller, they must be carefully controlled. Always remember that retreat, not engagement, is your only response to incoming enemy troops.

Each race has units that are well suited to this role, either due to speed, mobility, or special abilities.

In most cases, raid targets have identical priorities to a normal army penetration: workers, then technology or core structure buildings.

All three races also have access to transport tech that can allow them to drop a ground army in the back door and then escape again before a reaction force can arrive.

Remember, once you hit your opponent with your raid, you're on the clock. Deal as much damage as you can before his reinforcements show up, then get out!

Terran have excellent raiding options at all tech levels. This is very useful, given their ability to wall-in and defend their bases effectively.

You can use the Terran raiding power to contain your opponent, or to damage lightly defended expansions and force him to make difficult decisions about whether it is safe to push out with his army.

Early in the game, you can make use of the Reaper. This cliffjumping unit deals excellent damage to workers. The almighty Terran Nuke can also be used as a 'raid' of sorts, with a cloaked Ghost. However, you should be aware that landing the Nuke against an alert opponent is difficult. An enemy's first reaction to hearing the launch warning is going to be to check their army, and then each of their worker lines.

Ideally, you want to launch a Nuke from cloaked concealment (or on a ledge after being dropped off by a Medivac) at the same time that you hit your opponent with your army (or in team games, while your teammates hit your target). A distracted opponent may miss the launch warning window, and a Nuke will kill all workers and deal heavy damage to nearby buildings.

From the Factory, Hellions are another great worker raider. They are an extremely fast ground unit and deal area of effect damage in a straight line. A handful of Hellions can shred a worker line (and they don't do badly against Zealots, Zerglings, or Marines either).

Because Hellions lack the Reaper cliffjumping ability, you can't break through a walled-in base with Hellions. But you can hit expansions easily. You can also harass your opponent if he has a slow moving army, as Hellions are almost impossible to catch if controlled well. The Hellbat transformation also gives them the ability to fight off Zergling or Zealot guards quite effectively. The stronger short ranged arc works well against massed defenders, be they workers or melee units.

The Starport opens several raiding options, including the Viking. In addition to being the core Terran air to air unit, it can also transform to a ground walker to harass workers (or in a pinch, contribute to a ground battle). Vikings are an expensive raiding option. But if you're building Vikings to deal with aerial threats anyway, be sure to make use of their raiding potential.

The Terran Banshee is both a dangerous cloaked air to ground threat *and* a strong raiding unit. Building Banshees and researching cloak forces your opponent to build detectors in his base, or you can destroy his workers (and his base) at your leisure.

Be careful with Banshee raids once those defenses go up. They are fragile and better used alongside your army at that point. Though you can and should still probe for weaknesses at expansions; a large enough group of Banshees can take down a few lone Detector buildings easily.

The Raven can work as a worker raider due to its Auto-Turret ability. A few Ravens with enough Energy can fly in and drop several Auto-Turrets right in a worker line, then fly away.

There are a few issues with Auto-Turret raids, however. First, they take valuable Energy away from the Raven's other abilities, all of which are useful and important in battle with your main army.

Second, an alert opponent can simply run the workers away from the Auto-Turrets, which cannot pursue. Unless you dropped an extreme number of turrets, they won't be able to destroy the core structure at the expansion.

And finally, Ravens are expensive, slow to build, and are a critical mobile Detector for the Terran army. Still, if you have Ravens idling and getting close to maximum Energy, don't hesitate to pay an unwelcome visit to your opponent's expansions!

Protoss do not excel at raiding, but they do have some units that can work quite well for hitting worker lines. Plus the Dark Templar is an amazing unit for quickly destroying core structures or tech buildings.

Most Protoss raiding options arrive in the midgame, with Stalker Blink, Dark Templar, Colossus, the Oracle, Phoenix groups, or Void Ray groups.

Stalkers with Blink make great raiding units. They are already fast, and Blink allows them to escape almost any pursuit attempt. In addition, with vision granted by Protoss aerial units, the Observer, or Hallucinated air units, the Stalker can Blink onto ledges, giving them mobility on par with cliffjumper units.

Be sure to make use of Blink not only to get onto enemy bases that are on ledges, but also to escape pursuit by Blinking onto raised ledges where pursuing armies cannot attack due to line of sight. Some maps are more friendly to this tactic than others. Look over the map and pick out possible escape routes.

Dark Templar can be a powerful raiding unit. But you usually only get one clean shot at your opponent's main base—after the first hit, you can expect Detectors to be built throughout the base. You may still be able to hit expansions, but be careful about sending your full Dark Templar force in alone. Losing a large number of them is very costly, when they could be contributing more effectively as part of your ground army.

It's a good idea to pick out a key structure to destroy with your first Dark Templar assault, rather than simply going for workers. Dark Templar have very high damage output. A small group of them can destroy a core structure or a tech building in seconds, giving them enough time to escape without suffering heavy losses.

The Colossus, as a cliffwalker, can be a solid raiding unit. But you must be *very* careful about raiding with your Colossi, as they are expensive, slow to build, and more dangerous in greater numbers. Losing even one on a raid is a foolish use of resources.

With that warning in mind, in some situations, you may be able to hit an opponent's expansions from high ground, depending on the map you're playing. Take a look at the terrain and see if there are any easy-to-reach ledges that overlook enemy expansions and have no quick route for enemy ground forces to retaliate against your Colossus.

Once your opponent has built up air units to counter the Colossus, don't risk unsupported worker raids. Use other units for that job, and keep your Colossus with your main army.

Finally, Protoss air has effective raiding options. Groups of Phoenix with their Graviton Beam ability can simply lift up workers and pop them in midair. To accomplish this with reasonable speed, you need a good sized group of Phoenix.

As with Terran Vikings, Phoenix are most important for their air to air potential, and are too expensive to be built purely as raiders. If you are building them anyway, don't hesitate to use their raiding ability to pick off workers (or isolated and expensive enemy ground units).

The Void Ray is generally too slow to raid. But the first few you get on the field before your opponent has a substantial anti-air force can be used to strike at your opponent immediately. A small group of Void Rays with their anti-armored ability triggered can reduce a building to rubble in short order.

The Oracle is tailor made for worker raiding, with a special attack that can *only* strike ground targets temporarily, but with a large damage boost against Light targets.

Oracles are important as an alternative mobile detection source for your army, but a handful of them can annihilate a worker line very quickly.

Zerg lack many units with unusual special abilities. In spite of this, they still have several types of units that are quite effective at raiding.

Once the lowly Zergling receives its speed upgrade, it becomes a lightning fast, cheap, and expendable worker raider. Zerglings become even more dangerous once their attack speed upgrade arrives. With a few ground damage upgrades, a cheap pack of Zerglings can destroy workers and escape with amazing speed. Enough Zerglings can even destroy buildings with great speed.

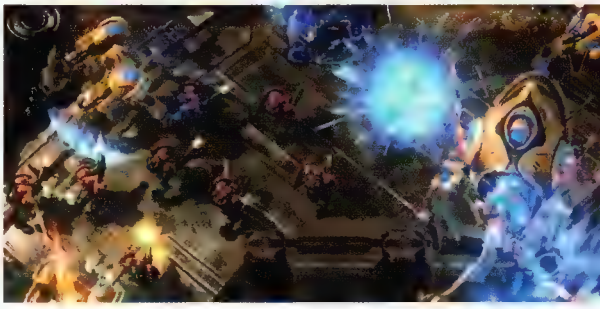
Banelings are good at blowing up workers, and they are amazing at building demolition. 10 Banelings can instantly deal *800* damage to a building, not counting damage upgrades. However, keep in mind the cost involved in Baneling use. Each Baneling costs 50/25, so those 10 Banelings are 500/250. For most tech and military structures, this is much more expensive than the building you can destroy. But in some cases, it can be worthwhile.

If your opponent's tech building is his only means of dealing with your particular army composition, by all means, destroy it! Losing out on the resource exchange and winning the war is always a good trade. In most other cases, you should either be using a small number of Banelings to destroy a worker group, or saving them for taking down defensive structures or in combat with your army.

Both Roaches and Infestors, with their ability to move while burrowed, can make excellent expansion raiders. Simply move in while burrowed, pop up, and either attack the workers or drop a Fungal Growth and a large group of Infested Terrans to do the work for you.

As with other cloaked units, be careful about attempting multiple burrowed raids. You can expect detectors to be in place after the first hit. Even once detectors are in place, Infestors can still deal damage by throwing Infested Terrans from out of range of any nearby detector, then retreating safely. Just don't do so if you know an angry army with a mobile detector is nearby!

The mighty Mutalisk is an excellent aerial raider. With both anti-air and anti-ground, it can fend off air or ground units in small numbers easily. With their high movement speed and regeneration, Mutas can hit worker lines and retreat before a counter-attack can arrive, shrugging off light damage from fixed defenses. Unless you are focusing all of your Gas on your ground army, picking up at least a few Mutalisks for raiding purposes can usually pay for itself fairly easily.



TRANSPORTS

The last type of raid is that of the drop, as in 'transports.' Although, the type of transport used differs significantly for each race.

Excluding the Nydus Network, each transport unit can carry up to 8 cargo size worth of units. See the Races section of the guide for the exact size of any given unit (in most cases, they're about what you'd expect; a Thor or Colossus takes up more room than a Marine or Zergling!).

Transports aren't especially durable units. Sending them into a combat zone is a good way to lose your raiding force very quickly.

Generally, transport raids should be kept small, no more than 2 full transports with possibly a decoy transport or two accompanying the loaded ones.

The Terran Medivac has an average movement speed without Ignite Afterburners. Ignite Afterburners increases movement speed by 70% for 8 seconds.

The Zerg Overlord suffers from the slowest movement speed of all transports. But Zerg can also use the Nydus Network for transport raids and inter-base transit. If you're using Overlords, be sure to send extras as decoys. They are the cheapest transports with the most Life.

The Protoss Warp Prism has one of the fastest movement speeds after being upgraded. It also has the ability to create a Pylon power field, allowing for Protoss units to be warped in anywhere on the map.

RACIAL TRANSPORTS

Unit	Life	Speed	Cost
Medivac	150	2.5	100/100
Warp Prism	100/100	2.5 (3.38)	200
Overlord	200	0.59 (1.88)	100
Nydus Worm	200	N/A	100/100

TERRAN

Terran drops can make use of several forces effectively.

A mixed group of Marines and Marauders with Stimpacks can quickly rip apart a worker line and easily destroy nearby buildings.

A few Ghosts, carefully placed, can make use of Nukes, or infiltrate cloaked and pick off targets with their normal attack and Snipe, or land a free EMP on a Protoss force before a major engagement.

Siege Tanks, placed on a ridge overlooking an expansion (or a battlefield), can be extremely annoying for your opponent to dislodge. They will instantly devastate a worker line if you want to do a hit-and-run.

Widow Mines make a nasty drop force if your opponent lacks ready detection. They can be burrowed and turn a worker line into a no man's land.

PROTOSS

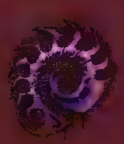
Protoss drops have the significant benefit of the Warp Prism's power field, allowing you to Warp in *any* Gateway units that you have access to.

Sending a single unloaded Warp Prism to an expansion and then warping in four Dark Templar can be a very unwelcome surprise for your opponent.

High Templar also make excellent worker raiders when used as a drop. Two Psionic Storms will devastate a worker line. Remember that you can't Warp in High Templar and use Psionic Storm immediately; you have to bring High Templar that have already been built and have enough Energy.

In cases where you don't want to risk so much gas on a raid, simply warping in a small group of Zealots can inflict reasonable damage on a worker line, particularly once you have Charge researched to chase down fleeing workers.

Finally, loading a Warp Prism with a pair of Immortals and then dropping them off and warping in some ground units can act as an expansion wrecking force—Immortals deal very heavy building damage.



ZERG

Zerg are unusual in that their normal transport does not need to be utilized to perform a 'drop.' Instead, you can build Nydus Worms *anywhere* on the map that you have vision, from a centrally located Nydus Network.

A Nydus Worm can disgorge an entire Zerg army in an enemy base in moments. But be aware that it takes 20 seconds for the Worm to emerge. An alert opponent can spot and eliminate it before it becomes active.

Because both the Nydus Network and the Nydus Worms are cheap to build, you should take full advantage of this midgame mobility, not just for 'drop' backdoor attacks, but also as a movement network between all of your bases.

For raiding purposes, be careful about sending too many units through a Nydus Worm. While you can load the network quickly, unloading units is *not* instant. Having half your army trapped on the other side of a destroyed Nydus Worm is a great way to lose a match.

However, don't hesitate to send your normal raiding units through a Nydus network. Using Zerglings once they have their upgrades makes for a cheap and effective backdoor attack on workers (and sometimes even tech buildings, depending on where your opponent's army is).

Remember that Nydus Worms can be placed anywhere you have vision (they do not require Creep to be placed). Any Overlord, Overseer, Changeling, or air unit can quickly get you the vision you need to create a transit node. In some cases, you may want to use a Worm to transport your army a long distance, rather than simply trying to perform a 'drop' in their base.

And of course, you have Overlords. Overlords are cheap and compare well in terms of durability to the other transports, but they are slower. Be sure to research their speed upgrade before even thinking about performing a drop with them!

Because they *are* cheap, you can easily mix a swarm of empty Overlords with the actual transports, providing cover for an Overlord drop. This can be useful if your opponent lacks significant anti-air in his army.

DANGER DROPS

Transport attacks can be very effective, but full force transport attacks are also *very* expensive. Before you embark on a campaign of using drops against your opponents in every match, take a look at the economics involved.

A simple single Warp Prism drop of 2 Immortals accompanied by a Warp In of 4 Zealots costs *1100* Minerals and 200 Gas. You better get your money's worth from that attack! Similarly, a Terran drop of two Medivacs with full Marine/Marauder loads is 1000 Minerals and 300 Gas.

A less extreme, more economical backdoor attack is 12 Speedlings from a Nydus Canal, but that still costs 400 Minerals and 100 Gas.

As a general rule, you should make drop attacks with *less* forces that are more carefully controlled. Ideally, you inflict damage (kill workers, then destroy a tech building), and *get out*. If you can deal damage without suffering losses, you've had a successful raid.

If you can deal heavy damage and suffer full losses, it may be a worthwhile trade, but try to avoid suicidal drops. They're expensive, they tie up your attention, and they distract from your army buildup and management.

TRANSPORT DANCING

Because transports are aerial units, if you are facing a ground-only army, be sure to abuse the ability to pick up your expensive ground units and simply move them out of harm's way.

Transports are also useful for moving strong units that are *slower* than the transport. Just be very careful about moving transports near a battle loaded with expensive units.

If your opponent retaliates to your drop with ground-only units, not only can you safely escape with your transports at any time, but you can also drop off and pick up dangerous units like Siege Tanks or Immortals to deal free damage, until your opponent can get anti-air into the mix.

Remember that you can load units by right-clicking with the transport on a unit, or right-clicking on the transport with a unit. You can unload units by clicking on their portraits in the transport, or by using the Drop All command.

Load and Drop commands can both be queued with Shift. You can set up a roundabout route for your transports to take to reach an enemy base, and automatically drop off your troops when they arrive.

Note that you should never leave a drop totally unattended. But when simply moving workers or troops between relatively safe areas, queuing up the transit can save you some time and attention.

AIR POWER

We've touched on some of the utility that air units bring to your offensive arsenal: bypassing choke points, worker raiding, recon, vision, containment, and forcing your enemy to invest in anti-air.

Air units have powerful mobility, as they completely ignore all terrain. They also make excellent scouts, acting as spotters anywhere on the map and providing vision up ramps for your ground army.

Air units also make a strong addition to your main army. They provide offensive firepower with the added bonus of being completely immune to attacks from many units.

Once air units hit the field in any significant numbers, anti-air defenses and mobile anti-air units become just as important as Detectors are for dealing with cloaked forces.

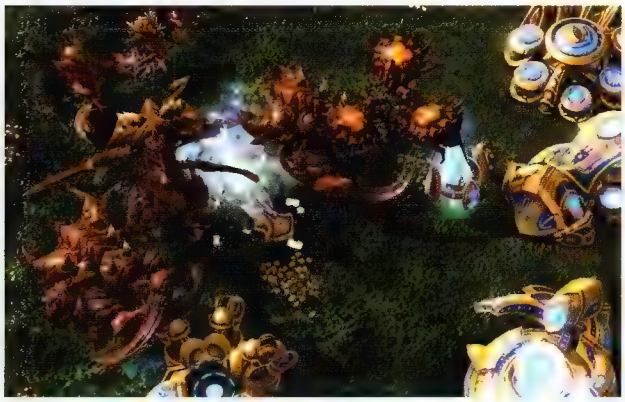
Air units can also act as strong containment units, just as cloaked units do. Even if your opponent has enough fixed anti-air to repel your force, you can still keep him bottled up until he builds enough mobile anti-air troops to move out with his army.

In situations where your opponent is fielding air units, you need to make sure your worker lines are covered with at least a few anti-air defenses. Then get your anti-air units built up in your main army to allow you to attack safely.

When you are fielding air units with your army, targeting your opponent's anti-air in battle is critical. You should build your army to have a greater percentage of units strong against your opponent's anti-air.

It's always preferable to be the first player to field air units. You force your opponent to spend resources on anti-air defenses. This leaves you free to expand. And because there are only a limited number of ground based anti-air units, you know what troops your opponent is building.

Air to air battles are a messy affair. Generally, he who has the largest econ wins. A stronger economy and a larger production base allow you to outproduce your opponent's air force and win the battle of attrition. Once one player establishes aerial dominance with a critical mass of air units, it becomes very difficult to retake the skies with smaller groups of air units.



Because air to air fights lack the terrain factor, pure numbers and upgrades tend to matter a lot more. Whenever possible, engage in air to air battles with your anti-air ground units or nearby defensive structures to tip the battle in your favor.

A few caster abilities can also play a significant role in the air battle. Some can be used against air units to good effect.

It's possible to feint with air units. By creating a few and raiding with them, you can force your opponent to overreact and build anti-air defenses, and to change their army composition to include more anti-air ground forces.

Unlike cloaking units, which have a single mobile Detector answer from each race, air units can change the makeup of an opponent's army. By building units that are strong against the anti-air units, you can win the ground battle handily by making your opponent overreact to an aerial threat.

Almost all air units require Gas to build, and usually a lot of it. You are most often Gas limited when building a large number of air units. This can result in the creation of a disproportionate number of the basic Mineral units for each race (Marine, Hellion, Zealot, and Zergling) to fill out your ground army.

If your opponent is heavily investing in air units and you see the shift in his ground force due to gas starvation, be sure to adjust your troop makeup to compensate.

Striking at your opponent's gas extractors with raids can also stall the production of new air units, giving you another way to win a battle against an air force.

ANTI-AIR ABILITIES

Terran	[illegible]	Zerg
Ghost Snipe	High Templar Psionic Storm	Infestor Fungal Growth
Ghost EMP	N/A	Infestor Infested Terran
Raven Seeker Missile	N/A	N/A
Raven Point Defense Drone	N/A	N/A
Widow Mine	N/A	N/A
Battlecruiser Yamato Cannon	N/A	N/A

COMBAT POSITIONING

The position of your army before a battle begins can have a significant impact on the outcome, before the shooting even starts.

Melee or very short range units tend to be most affected by terrain. They are at their strongest when they have room to maneuver and surround enemies.

Longer range units do well with a front line of close range or tough troops. They also do very well behind choke points where they can focus fire, or on high ground where they can attack freely without retaliation.

Good scouting is vital for positioning your army in an advantageous location before a battle starts.

Whenever possible, try to engage your opponent's army where your army can make use of its strengths to the fullest. Whether this means from behind a wall-in at your base, or out in the open field in front of your expansion, always try to fight where all of your troops can deal the most damage possible.

The one time you cannot do this is when you are on the attack at an opponent's base. Depending on the defenses present, you may need to create a few siege breaker units to penetrate the blockade.

When possible, try not to engage with your opponent's main army while in an enemy base. Using Attack-Move in a base can result in some of your units attacking buildings (though they will prioritize hostile military units in range), and the accidental reduction in firepower can be dangerous or fatal.

Even if you properly micro your troops to engage, your enemy has no such handicap and can be assured that his troops will be focused 100% on killing yours.

Note that while *StarCraft II* has no explicit formations for groups of units, there do tend to be 'natural' formations that arise when combat starts, based purely on the ranges of units.

Longer range units naturally tend to be towards the back of a battle, and enemy caster units are often near the rear of an attack as well.

For this reason, if you can manage to hit an enemy army from behind as it attacks your base (or a decoy force), you can often inflict crippling losses in terms of resource cost by hitting expensive casters and long range units from the rear. Kill them first before tackling the shorter range, cheaper units at the front.

Be sure that you wait until the enemy army attacks if you're trying to hit it from behind. Until an army is actually engaged, it has no front or back, and is usually a giant blob of units (which, incidentally, is often the best time to make use of area of effect attacks or abilities).

RETREATING

When it becomes clear that you're not going to win a fight, or that you're not going to win a fight without heavy losses, *retreat*. Fighting to the bitter end typically earns you *nothing* in *StarCraft II*.

There are only a few cases where it is acceptable to throw away troops. In battle with your opponent's army is not one of them. Remember, the goal of an attack is to cripple your opponent's economy or destroy key tech buildings, and the winning condition for a match is destroying all enemy buildings. Fighting a losing battle against your enemy army fulfills none of those goals. When it's clear that you are no longer in a favorable fight, get out!

In essence, you always want to be a bully when fighting and a coward when confronted. Hit your opponent where he is weakest, and run when he is stronger.

HOW DO YOU KNOW IF A FIGHT IS FAVORABLE?

1. Does your opponent have cloaked units? If so, do you have a detector with your army?
2. Does your opponent have air units? If so, do you have enough anti-air?
3. Is your opponent fighting from behind a wall-in? Do you have means of breaking the wall?
4. Does your opponent have dangerous casters? Do you have your own casters, or a means of killing his?

If you answered no to any of those questions, the fight probably isn't one you want to engage in. Back up, create a solution to your problem, then re-engage.

When it comes to a straight up slugfest, there's no substitute for experience. You simply have to get your hands dirty to begin to recognize when one army has the upper hand over another.

Given all the variations in maps, race combinations, possible army compositions, and possible upgrade combinations, you're looking at hundreds (or thousands) of potential matchups. Knowing with certainty that one army can beat another is borderline impossible—and that's not counting micro skill, which differs from player to player.

With that said, if you and your opponent have been maxing out your economy and spending resources constantly from the same number of bases, you can expect your forces to be roughly similar in overall size. The actual efficiency of each army may not be identical, depending on exactly what units and upgrades have been built and researched.

You should never feel that your opponent has somehow managed to get a leg up on your before a fight begins, unless you *know* that he has an additional expansion running somewhere uncontested.

Don't be afraid of the army you can't see, be afraid of the army right in front of you.

If you've maintained economic parity, you will always have at *least* an even chance in a straight fight, and often better than even if you've scouted well and built your army appropriately.

ATTACK-MOVE TO VICTORY

One last word about fighting in *StarCraft II*.

We've touched on this issue before, but in essence: Move your army as one large group. When the fighting starts, you should be engaging by attack moving your army into or just past your opponent's army.

Doing so guarantees that all of your combat units will be in the fight, and only *after* this has been done should you begin to micro abilities, individual groups of units, single units, focus fire targets, and so on.

In some cases, you may want to begin an engagement by using a few caster abilities. This is totally acceptable; just make sure that your whole army follows up with an attack (partly because sending lone, uncloaked casters out to cast on an enemy army is a good way to get shot).

In smaller fights, you want to micro the entire group carefully. This is most noticeable in early engagements or raids. But when it comes to army vs. army fights, trust in your units to do their work.

Too *much* of the wrong micro in a battle can be very damaging. For example, directing all of your Zealots to focus fire a unit at the back of a large fight will result in them trying to run around hostile enemy units that are happily tearing them up.

When it comes to microing specific forces in a larger battle, your priorities should be:

1. Utilizing caster abilities
2. Using unit special abilities
3. Focus firing with long ranged units

In some cases, you can also retreat units that are being focus fired to draw your opponent's troops away while the remainder of your troops continue to attack the overly aggressive enemy.

Some units also have specific demands for your attention. Siege Tanks and Swarm Hosts need to be sieged/burrowed and then moved as the fight moves. Hellions make best use of their speed and transformation when directly controlled. Stalkers with Blink must be controlled specifically. Roaches with Burrow must be microed to regenerate, and so on.

Others are much more fire and forget. Marines and Marauders can be stimmed and sent to Attack-Move, only worrying about focus fire once they are fighting. Zealots with Charge or Zerglings with upgrades are fine on Attack-Move to quickly hit the enemy line and start dealing damage.

Making good use of caster abilities from the Ghost, Raven, Sentry, High Templar, Viper, and Infestor can all have a dramatic impact on the outcome of a battle. Learning to incorporate the use of these units into your army is important. As with upgrades, caster abilities act as a force multiplier for your army.

When choosing focus fire targets, sometimes you want to eliminate the most dangerous units in the enemy's army first (air units, cloaked units, Detectors, anti-air units, single strong high tech units, casters, etc.). Other times you may want to focus fire units with bonus damage. For example, focusing your Immortals on enemy Armored targets to deal the most damage possible.

Careful micro in large fights is very effective. But when you are just starting to learn how combat plays out in *StarCraft II*, remember: Attack-Move it and forget it. Gradually increase your direct control of fights as you become more comfortable with the interactions of various units on the battlefield, and you can squeeze more efficiency out of each combat unit on the field.

DEFENSE

Defense is an extremely important part of your game. Every time your opponent makes a push on your main base or an expansion, you have to repel or destroy the invaders, preferably while suffering minimal damage to your army, your economy, and your base itself.

While defense is generally easier than offense, there are certain tactics that can help you no matter which race you are playing.

DEFENSE AND SCOUTING

It should go without saying, but when fighting a defensive battle, or when playing defensively in general, scouting becomes *more* important than when on offense, not less!

You need to know what your opponent is doing, especially if he is attempting to expand. One of the largest dangers of sitting on defense is giving your opponent free reign to expand uncontested. You also need to know what your opponent is teching towards, and where he is attacking you.

You can be assured that if you are sitting on defense with your army, your opponent will build siege breaking or bypassing tech and attack you. It's just a question of where and when. Getting attacked by surprise while waiting on defense is not a winning strategy.

CHOKE POINTS

Funneling your opponent's ground forces into a narrow area is one of the easiest ways of defending against a ground force. This is true for all types of ground units, but especially true against melee or short range units: Zealots, Zerglings, Roaches, even Hellions and Hellbats to some extent.

When defending your base, you usually have the luxury of a single entrance to your base. On some maps, this may be a very narrow ramp, which is extremely easy to block off with buildings or troops set to Hold Position. If the entrance is a bit wider, you may need to build more buildings across the open space to compress the opening.

Expansions typically have more access points than your main base. But many maps have a 'natural' expansion that is located right outside your main base, and may have a choke point that can be protected fairly easily.

Making use of ranged units behind a frontal wall of sturdier troops or buildings is the perfect combination for defending a choke point.

Area of effect abilities and units are also very powerful at defending choke points. Your opponent's force has no other option but to pass through the killing zone to reach your army.

Out in the field, you may not be able to make use of choke points. This is one reason why retreating to defend is often a better idea than engaging an enemy force you are uncertain you can defeat in a straight open field battle.

HIGH GROUND

While high ground in *StarCraft II* doesn't provide any mechanical benefit to your troops (i.e., you don't gain a damage or evasion bonus for fighting from high ground), you *do* get the benefit of vision blocking.

Because units *must* have vision to attack, if you have ranged units of any type stationed on high ground, and your opponent cannot see that high ground, you can fire freely on enemy forces without retaliation. Enemy melee or very short ranged units can't retaliate against forces on high ground, even if they *do* have vision.

This makes units such as the Reaper, Colossus, or Stalkers with Blink very annoying to fight against. Any army using transports can drop off dangerous ranged units like Siege Tanks on otherwise unreachable high ground.

Make use of high ground on defense whenever possible. If there are routes that your opponent's ground force *must* take to reach your bases, station units on the ledges around that route and deal as much damage as possible before they can come to grips with your army.

In some cases, the enemy ground army may not be able to reach your forces on high ground at all. Unless they have air units or another way to attack your units, they may be forced to retreat and build an answer to your threat.

WALLING IN

As we mentioned in the base management section, walling in is simply blocking off the entrance to your choke with buildings. This creates a wall that must be destroyed before an offensive ground force can break through.

Walling in is a typical tactic for Terran, and a common one for Protoss. Zerg lack the ability to do early game wall-ins (though they can wall-in around the midgame due to creep spread by Creep Tumors).

A wall allows your ranged units to fire at enemy units from behind a shield of buildings that can soak up much more damage than your early troops.

By adding a few defensive structures to a wall, you can make it disproportionately costly for your opponent to break through. Use Bunkers, Missile Turrets, and Photon Cannons at a wall to create a difficult obstacle for your enemy.

Keep in mind that while a wall-in can help to fend off early attacks, all armies gain access to means of bypassing choke points (or breaking through them) by the midgame at the latest. Zerg actually have access to the earliest siege busting in the game with the Baneling.

A good wall-in should be used to defend with your army and then to counter-attack, or to buy you time to build a key technology. Don't expect a wall to hold off a determined opponent indefinitely.

RAID RESPONSE

Having a small group of fast moving ground units or air units on a separate hotkey is a good idea if you know or suspect your opponent will attempt to raid your bases.

A small force may not be able to repel a full force aerial assault, or even a heavy drop, but it can buy you time for your forces to return to your base in time.

PATROLLING BASE DEFENSE

The Patrol command is particularly useful for raid response. You can make good use of it in two ways.

The first is to place several cheap military units on patrol around the outskirts of your base. The early warning these guards provide can alert you to an incoming enemy force, and give you more time to respond to a raiding force or aerial assault.

The second is to leave a small, but relatively powerful force of military units. This force should be large enough to repel a very light raid or drop, but not large enough to significantly weaken your offensive force. Put this group on patrol in or very near your main base or your most important expansions.

Some troops will instinctively rush up and attack any enemy they come into contact with, and this will give you even more time to get your main army back to defend. In some cases, you may be able to repulse a weak attack simply with the show of force from your 'rear guard' of military units.

The specific units you use for base patrol duty vary from race to race. Generally, units that have both air and ground attacks are best for this purpose, as they can fend off both drop attacks, or aerial assaults.

Fast units or aerial units also make good picket troops, as they can spot incoming forces over a wider area of terrain.

The most important part about dealing with a raid is to not panic. Get your workers to safety by quickly selecting them all with drag select or control-click, and move them to an area with friendly troops, or at the very least, away from the hostile forces. Then micromanage your defensive troops until your army can return to provide relief.

If you're still pumping out troops, be sure to move their rally points so they can group up before they get taken apart by the massed enemy forces. It's better to lose a few buildings or workers and retaliate in force than to lose all of your military units as they build *and* several buildings and workers.

RACIAL RESPONSE

Protoss and Zerg have significant advantages for responding to raids—both can get military units on the field very quickly in response to a raid.

Protoss can Warp In as many Gateway units as they have Warp Gates almost instantly. Zerg can immediately begin building reactionary troops from all of their Hatcheries simultaneously, all rallied to the base under attack.

Zerg can also make use of the Nydus Network in the midgame to quickly ferry troops from one base to another, giving them a frightening level of mobility.

Remember when warping in units as Protoss to warp them in **away** from the enemy units. Warping them beside enemy troops is a good way to lose the units before they have a chance to fight.

If one wave of troops isn't enough to repel the attack, Chrono Boost your Warp Gates and wait for a second wave of warps before counterattacking.

Protoss can also make use of the Mothership Core's Photon Overcharge to charge up a Nexus with a long ranged attack. This is very helpful for repelling early raids.

Terran lack this fast military response ability, but they do have quite a few unique abilities. Terrans can lift off buildings against ground forces. The Command Center and Planetary Fortress can bunker SCVs. Their SCVs can repair each other and buildings.

The Terrans have defensive upgrades and more defensive structures than either the Protoss or the Zerg. The Planetary Fortress can defend itself.

Remember that Terran Bunkers can be salvaged to return most of their cost at any time. Don't hesitate to spread a few Bunkers around your bases. They are useful for fighting off attacks with just a few infantry, they can hide SCVs, and you can salvage them once they are no longer needed.

WATCH YOUR WORKERS

There are three different ways you can be attacked by your opponent. He can hit your army, your base, or your workers.

Your army or your base is much better for you than your workers, as both give you a bit of time to respond. Buildings have plenty of hitpoints, and troops will fight back. You can suffer a few losses and still win a battle.

Your poor workers, however, have no defenses. They are very weak, especially against mid and late game raiding forces. It is very important that you develop a fast reaction to worker raids. The instant you see or hear your workers come under attack, drag select all of them and move them away from the enemy units.

You are going to take losses; this is unavoidable. Don't worry about that. The point is to avoid losing *all* of your workers, rather than just some.

Workers that aren't harvesting are costing you *current* income, but they aren't costing you any future income. It's better to suffer a stall in unit production than a stall in unit production *and* the cost and time of rebuilding your worker force.

Improving your reaction time to worker raids can *really* help you out in tough fights against an evenly matched opponent.

After the raid has been repelled, rebuild any lost buildings and get your workers back to work. Don't forget to get 3 workers on each Vespene Geyser; it's easy to place them all on minerals and forget about the gas.

WORKER OVERBUILDING

Past 3 workers per Mineral Field, workers provide no economic benefit.

*However, if your worker lines are being raided heavily and constantly, and fixed defenses and a picket force simply aren't enough to stop worker harassment, you **can** build past the 3 worker mark, in an effort to keep your economy running at full speed even after a raid.*

It's prudent to build some defenses to protect against raids, but don't fall into a besieged mentality. Don't give your opponent free reign to expand while you spend an excessive amount of time and resources building up against another raid that may not come.

Similarly, never overcommit mobile military units to base defense because of a raid. Your military *must* be used on offense to threaten, contain, and destroy your opponent's military and expansions, or you simply will not win a match.

DEFENSE WITH A PURPOSE

It's important that when you are defending, it has a purpose. Simply having your army idling in your base while your opponent builds up and expands (or worse, bottles you into your own base) is not an effective tactic.

You generally need standing troops for two reasons, either to protect against a known incoming force or to protect against any attack while you tech to a specific unit or upgrade. If you are *not* defending to tech up, you should have your force on the offense, or at the very least, out protecting a fledgling expansion.

Scouting is critical when you are sitting on defense. If you hole up in your base with your army, you lose sight of your opponent, and you lose the ability to react effectively to the threats they can present.

If you spend resources and tech upgrades creating a powerful ground force and your opponent blindsides you with an air force instead of a ground push, you're going to be hurting badly.

If you aren't defending to stop an incoming attack or to tech up quickly, you generally only want to be building up defensively if you lost an offensive engagement and you need the proximity to your base to turn the tide when they make a push against you.

RACE SPECIFIC DEFENSE

While general defensive strategies tend to apply to all races, each race certainly has specific units and abilities that are of particular use while fighting on defense.

TERRAN

Terran SCVs can repair any structure or mechanical unit in the Terran army. They do so for a very reasonable price (25% of the original cost of the unit or building, for fully repairing a unit or building).

SCVs also multiply their building speed with each SCV added to a repair job. Having multiple SCVs repairing a key structure on defense is always a good idea.

SCVs set to autocast Repair also make great patrolling rebuilders. You can put a small group of SCVs on patrol near your army rally point, and any time you return from battle with damaged mechanized units, the SCVs will quickly patch them up to full Life.

Terran are the only race that have an upgrade that provides an armor bonus to their *buildings*. Be sure to grab this upgrade as you head for the midgame. It makes your buildings much more durable against low damage, fast attacking enemy units. It also magnifies the impact of repairing defensive structures.

Terran also have an upgrade that increases the range of their Missile Turrets, the Planetary Fortress, and both of the Raven's special abilities, the Auto-Turret and Point Defense Drone.

Finally, Terran have an upgrade that increases the cargo capacity of Bunkers by 2, and Command Center and Planetary Fortresses by 5.

All of these upgrades are useful on defense (and in the case of Bunker armor and cargo space, potentially on offense as well). Be sure to grab them as you approach the midgame, as they are all quite cheap.

As far as units go, the Widow Mine, Siege Tank, Thor, Ghost, Banshee, and Raven can all be quite helpful on defense. Widow Mines make a cheap and nasty surprise for anyone attempting to raid your worker lines. Burrow a few nearby and watch the fireworks.

Siege Tanks with Siege Mode active are a powerful defense against enemy ground assaults on your bases. Many players will hesitate to push an attack against a base that has Siege Tanks positioned near its choke point.

The Thor has very strong anti-air capability. They also have a large amount of Life, making them prime targets when on defense to be repaired by a group of SCVs.

The Ghost and Raven can make good use of their special abilities on defense. The Ghost and Banshee can utilize their cloaking technology to punish any enemy push that doesn't have enough mobile Detectors with them.

The Raven Point Defense Drone and Seeker Missile are both very powerful defensive tools. They can shut down your opponent's ranged damage, or deal massive damage to bunched-up armies.

Ghost Nukes are generally too slow to use against an attacking force. Save them for siege breaking or hitting worker lines against a distracted opponent.

Terran defensive buildings include the Bunker, the Missile Turret, and the Sensor Tower. All three are cheap and useful, and the Bunker can be salvaged, returning most of its cost. This makes early bunkers a very useful defensive building. You can build a few as part of your wall, then simply salvage them when you're ready to push and you want the resources back.

Bunkers require infantry inside them to actually deal any damage. Even a single Marine hidden inside can make your opponent hesitate to attack—he doesn't know how full that Bunker is! Remember that SCVs can hide inside a bunker in a pinch. This is useful for fleeing from a worker raid if your Command Center is full.

Missile Turrets act as both your anti-air structure and your stationary Detector. Be sure to get Missile Turrets up in the midgame near your worker lines and choke points.

Sensor Towers provide instant information on incoming enemy forces. You should never be surprised by an incoming army while you have a tower active.

BURNING BUILDINGS

Terrans do have one unusual defensive disadvantage. Specifically, when any of their buildings drops below 33% Life, they begin to burn down, at a rate of 3 Life per second.

You can stop this burning by repairing with an SCV. But keep it in mind, if you don't start repairs on a critically damaged structure fast enough, it will burn down automatically!

While Protoss lack many explicitly defensive upgrades or units, they do have several powerful abilities useful for defense.

First, the Protoss ability to warp Gateway units into existence anywhere in a Pylon power field is a very powerful defensive tool. Because unit creation with Warp Gates is 'front loaded,' you can have the units *now* and wait for the cooldown after, rather than waiting for the units to build in the first place. Remember that you can Chrono Boost a Warp Gate on cooldown to speed up its recharge.

When warping in units on defense, do *not* warp them in near the enemy army. Warping units are vulnerable while they Warp In. Warp them in either near your troops or out of line of sight of the enemy army. Wait until they finish warping in to group them up and join the battle.

The High Templar's Feedback can be useful if your opponent brings dangerous casters. Psionic Storm is downright lethal if your opponent has to push through a choke point to hit your base.

The Sentry's Guardian Shield, Forcefield, and Hallucinate are *all* useful on defense. Forcefield can outright stop an attack for several seconds if you have a ramp choke point that can be blocked. Without any long ranged or Massive ground units present, your opponent's army will simply have to suffer the hits until the Forcefield wears off (and then you cast another).

With enough Sentries, you can create a choke point *anywhere* on a map, even out in the open.

Hallucinate is useful in many situations. But on defense, simply creating extra decoy defenders forces your opponent to waste time in combat targeting useless illusions. Generally, Forcefield should be used first. But if you have sufficient Sentries with enough Energy, a large hallucinated force can be created, tipping the scales in your favor—just be careful about using Hallucinate if your opponent has mobile Detectors with his army.

Guardian Shield is much more fire and forget. Use it against Terran armies to greatly reduce Marine damage, and use it against Protoss or Zerg armies consisting of large numbers of Stalkers, Sentries, Roaches, or Hydralisks.

Finally, the Protoss Mothership and Mothership Core are very powerful defensive units. With its ability to perform a Mass Recall on your army and Time Warp an enemy army, it can instantly tip the scales of a defensive fight. The Mothership can of course cloak your whole army and base. The Mothership Core can charge a nearby Nexus, granting it a special long ranged attack.

As far as the Protoss units and buildings go, few of them are as explicitly defensive in nature as the Terran force. Dark Templar can be useful on defense. If you can destroy your enemies mobile Detectors, you force his ground army to retreat—though beware, this won't work if part of his offensive force is aerial. Protoss Photon Cannons act as anti-ground and anti-air turrets *and* stationary Detectors. They are quite useful both for protecting worker lines and choke points.

Zerg have almost no explicitly defensive options in their army, but they do have several unique advantages that still make their base defense quite strong.

First, Zerg creep increases the movement speed of all Zerg ground forces by 30%. This allows you to respond more quickly to any attack on Zerg home turf. In the case of the already fast Speedling, they become a lightning fast raid reaction force. Be sure to spread creep around your bases with Creep Tumors from your Queens. It can pay off in the midgame.

Next, all Zerg ground units have access to Burrow once you reach Hatchery tech. Drones can instantly burrow to hide from a raiding force, and your army can burrow to wait for reinforcements either en route or being created at your Hatcheries.

And speaking of traveling, the Nydus Network is an extremely powerful defensive tool. By creating a Nydus Network that spans all your bases, you can quickly move your army from the frontlines to any base. Simply create a Nydus Worm near your army.

Remember that it takes time to spawn a new Nydus Worm, and that Worms are more fragile than the Nydus Network. Be sure to create actual Networks in your bases, and save the Worms for moving your army in from the field.

The Zerg Queen is an important early-game defensive unit. With both a short ranged ground attack and a reasonably strong anti-air attack, the Queen can be very helpful in fending off early pushes or raids. In addition, once you have two Queens up, they can make use of their Transfusion ability to heal one another, extending their combat survivability.

Remember that a Queen can burrow to hide from an attack if necessary. Queens are slow to build and vital to the Zerg econ and military. Don't throw them away on defense whenever possible!

All of the Zerg Infestor's abilities are useful on defense. A small group of Infestors with enough Energy and burrow can stall a larger enemy force long enough for reinforcements to arrive.

Infested Terrans can fight off a small enemy force. Fungal Growth can be used to freeze a group of raiders in place, giving your workers time to escape (and dealing some free area of effect damage).

Neural Parasite can be very useful for grabbing key enemy units. Don't expose your Infestors to even a moderate sized group of enemy units alone. Better to throw Infested Terrans from a distance in those situations, as Neural Parasite exposes them to direct retaliation.

The Swarm Host can be a very effective defensive unit. They can send out endless waves of expendable defenders against any attacker. Without a detector, this is guaranteed to shut down any ground based attack from your opponent.

Zerg defensive structures consist of the Spine and Spore Crawlers. The Spine Crawler is anti-ground only. The Spore Crawler is anti-air only, and acts as your Detector. Unlike other stationary Detectors, however, the Spore (and Spine) Crawlers can move! By 'uprooting' your Crawlers, your defensive structures temporarily transform into a mobile unit. While not especially fast, this can be extremely useful to concentrate your defensive structures wherever they are most needed!

Finally, the Zerg method of unit creation from their Hatcheries is well suited to respond to a defensive need. All of your accumulated Larvae can be converted into an army that is generated simultaneously, as long as you have the resources for it.

TRAINING

If you've made it this far, you should have more than enough material to chew on and practice on Battle.net. We leave you with a few thoughts about focusing your training to improve your skills.

There are several distinct areas of *StarCraft II* play that can see great progress with just a bit of time invested in training them specifically.

UI AND HOTKEYS

The most basic area of the game is almost one of the most important. You *must* learn to control your base and your troops with the least amount of effort.

Make good use of all of the UI features available to you. This lets you spend more time on interesting and important decisions, and less time getting new military units into groups, using your economic boosters, building structures, or checking on your economy.

In battle, UI mastery is vital. You need to control your troops well, and control them quickly. Once the fighting starts in a *StarCraft II* match, it doesn't take long to finish! The less time it takes you to execute orders in battle, the better.

BUILD ORDER TIMING

Build orders will be constantly tweaked and fiddled with for years to come, but the important point here is simple: Develop an early game build order that you are comfortable with, and execute it perfectly every match.

You might have a slightly different build order for a given racial matchup, and you might be experimenting with a new build order or a tweak to an existing one, but the point remains the same: Your early build should be smooth and automatic.

ECONOMIC AND MILITARY GROWTH

Getting your economy up and running is critically important, and learning when to expand your military growth and to claim new expansions are all critical aspects of any *StarCraft II* match.

Simply building workers efficiently and learning to build up your military and your military production smoothly will *always* help you in *any* match.

Never forget to develop anti-air and anti-cloak technology in the midgame.

SCOUTING

We've said it over and over, but we won't stop now: You *must* learn to scout constantly, until it is an automatic reflex.

When you start feeling uncomfortable because you haven't seen what your opponent has been doing in the last 30 seconds, you'll know you're feeling uncomfortable for all the *right* reasons.

COMBAT CONTROL

Controlling your troops in battle is obviously a vital skill, but trust us, for your early matches, building up a good sized military that has been properly upgraded and sending it as a single large group on Attack-Move is a great place to begin.

And one more time, don't take your eyes off your army when you begin an assault or a defensive battle!

As you gain experience, you should be practicing finer and finer details of combat micro. Practice dancing with ranged units, especially fast ranged units. Remember, you can right-click to move around, and Attack-Move or stop to fire instantly. Focus fire key targets in battle. Use ranged units in larger engagements, and always focus fire in smaller engagements. Retreat units that are being focused to draw your opponent's army out of position. Utilize caster abilities the instant a fight begins, and throughout the battle as needed. Make use of unit special abilities, as the fight begins if they are fire and forget, or throughout the fight if they require constant attention. Make use of the mobility of fast units, cliffwalkers, and air units to harass and destroy your opponent's army.

In small, early game engagements, don't forget to use your workers to fight, SCV repair, Bunkers, Command Center Load, Mothership Core Overcharge, Zealot hold position, and your Queen to fight off early game raids.

Practice raids of all sorts. Raid with very few units, try transport and Nydus backdoor raids. Practice aerial raids. Go for the workers and core structures first, then later. Learn what tech buildings to target to cripple your opponent's build.

Practice fast, aggressive pushes. Don't wait for your opponent to hit you; get out there and fight. You may lose games this way, but by seeing why you lost, you can refine your offensive timing and control and gradually develop your offensive skills.

Not every battle should begin in the midgame. Each time a new technology hits the battlefield, there is a window of opportunity for you to inflict the most damage before your opponent can create a counter. Be the player pushing that advantage!

SPARRING

REPLAYS

Finally, replays are one of the most useful tools that you can use for improving your game.

- Lost a match? Watch the replay and find out why. Don't understand why you lost? Post the replay online and ask for advice.
- Losing to a specific tactic? Ask around online and find replays from players beating it.
- Having trouble with a specific racial matchup? Look for replays from good players fighting that specific match.
- Want to learn different styles of play? Find replay packs from top players and examine how they execute their chosen strategies.

Replays are most useful for seeing *why* you lost a match. You can usually learn more from a loss than a win. In cases where you're examining a close match that you did win, see if you can spot the key mistake (or mistakes) that your opponent made that let you win.

If they are simple execution errors, they may not be valuable. But if they expose a racial weakness or a timing weakness in a particular racial matchup, you can make use of that information in the future.

In the very best matches, neither player makes significant errors. It tends to come down more to racial matchups and the timing and usage of specific units and abilities. When you reach that level of play, and are up against opponents of equal caliber, you should be sharing your own replays!

Remember: *StarCraft II* will constantly change over time due to patches and expansions, so learning is a constant process. If you take a long break and return to the game, you may find that old tactics and strategies no longer work, due to balance changes, or simply due to the shifting metagame on Battle.net.

REPLAY FEATURES

Replays have been significantly improved since their debut in *Wings of Liberty*. They now have a host of useful informational overlays and controls to let you instantly skip around the battle and examine *any* aspect of a fight. Additionally, there is the ability to resume from replay.

CONTROLLING EVERYTHING

One of the most difficult aspects of *SC2* multiplayer is figuring out what you should focus your attention on. A common mistake for new players is to spend too much time on details that simply do not matter in the larger overall battle.

Remember that your attention is the most valuable resource in *StarCraft II*, far more than minerals or gas. Where you choose to spend your personal resources in any given match is the most important decision you can make.

No player can perfectly manage every aspect of a *StarCraft II* match. It's the process of learning to give your attention to the *most important* detail at any given moment that improves your skills.

In any given game of *StarCraft II*, you must:

- Hit your build order perfectly
- Build up your economy, military, and supply constantly
- Increase your military production
- Upgrade your units
- Expand to new bases
- Scout constantly
- Raid enemy workers
- Fight battles with your military while microing the troops in those fights.

It's a bit much to take in all at once! But those are all the areas that you must manage in a match of *StarCraft II*.

When you're still learning to play the game, we strongly recommend that you simply pick one area and focus on it until you are comfortable with it. Over time, as you learn to manage each of the aspects of a match, you will find that certain processes that were at first overwhelming are now automatic.

As each area of the game becomes more muscle memory and less active thought, you can focus your attention more keenly on areas that separate new players from intermediate players, and intermediate players from experts.

Remember: Sticking to a plan, even if it turns out to be a bad one, is better than simply randomly building units and buildings and hoping to win the eventual battle with your opponent. When you *are* executing a plan, even if it ends badly, you can watch a replay and figure out what went wrong, then adjust your tactics and try again!

PLAY FOR FUN, OR DON'T PLAY AT ALL

*We said it at the end of the first book and we'll say it again here—**StarCraft II** should be **fun**.*

If you're getting stressed and Mutualism over-losses TV Jubilee matches, take a break and goof around with some custom matches.

There are tons of interesting community-created maps and scenarios to explore.

Have fun, enjoy the game, and we'll see you [illegible]

UNITS & BUILDINGS

TERRAN ARMY

The Terran army is flexible and complex, much like the humans that populate known Terran space.

Their army has the advantage of strong defenses, allowing you to more easily defend your base against early attacks. You can also protect your expansions with sturdy bunkers, watchful turrets, and powerful Siege Tanks and Widow Mines.

The Terran are an adaptable race, and their selection of units reflects this trait. Some units are multi-purpose and capable of transforming! Even their buildings may have multiple abilities, along with unique traits not found in the Protoss or Zerg structures.

Most effective Terran armies consist of a complementary mix of units, along with a handful of specific support units. These are designed to either assist the primary combat troops or to cripple your opponent's army.

TERRAN ADVANTAGES

Terrans have several unique racial benefits. Taking full advantage of them will help you in any battle with the Terran force.

Defensive Upgrades

The Terran army has specific defensive upgrades that benefit their structures. Purchased from the Engineering Bay, these upgrades increase the durability and cargo capacity of your structures, as well as the range of Terran turrets.

Defensive Structures

Where Protoss have one defensive building and Zerg have two, the Terran have access to three. Plus, there is a Command Center upgrade that transforms an expansion into an armored fortress with a powerful cannon!

The Terran Bunker is especially notable. It is useful and powerful on defense or offense. It can greatly increase the strength of even small numbers of infantry when fighting against a superior force.

Defenses!

If it wasn't clear already, Terrans excel at defensive warfare. The addition of the Widow Mine to their already powerful defenses (Bunkers, Siege Tanks, Missile Turrets, and SCVs) can make for some truly nasty defensive positions.

Don't grow complacent, however. Protoss and Zerg both have new tools for dismantling an overly defensive player. The Terran's defensive strengths are best used to augment an offensive playstyle by giving you breathing room before and after battles, not to needlessly turtle.

Repair

Terran SCVs can repair all Mechanical units and structures. This greatly increases their durability while defending, and allows for field repairs of mechanized armies.

Lift Off

All Terran military buildings, the Command Center, and Orbital Command can literally lift off, slowly flying through space with built-in thrusters. Terran buildings don't move especially fast while lifted, but this allows you to easily buy time against an enemy ground force. You can use the ability to lift off to expand freely to island, or use large sturdy buildings as slow moving scouts for your army.

Pop-Up Supply Depots

The Terran Supply Depot can be raised or lowered into the ground. This allows friendly ground forces to pass it, while blocking out hostile enemy forces. You can make use of this (in combination with lift off) to create a wall of buildings at your base chokepoint. This prevents enemy ground forces from getting inside your base to scout or raid. Unless they destroy it!

Modular Buildings

Terran military structures can have Tech Labs or Reactors attached to them. Any military structure can make use of any Tech Lab or Reactor.

Terran Reactors allow any military building to produce two basic units at a time. Tech Labs enable more advanced units and access to research upgrades for the attached military structure.

You can use lift off in combination with the modularity of Terran military buildings to your advantage. Create a Tech Lab or Reactor early on a Barracks. You can then lift it off and let your first Factory or Starport that hits the field make use of it immediately!

Terran Command Centers can be upgraded into Orbital Commands, which have powerful economic and recon abilities. Or the Terran Command Centers can be upgraded to the Planetary Fortress, a tougher Command Center that cannot lift off but has heavier armor and a turret-mounted cannon!

Scanner Sweep

Terran reconnaissance is unsurpassed. With the ability to instantly scan any area on the map, you can keep tabs on enemy base buildup and instantly reveal Cloaked or Burrowed units in a pinch.

TERRAN DISADVANTAGES

Upgrades

Terran have three distinct upgrade lines, requiring them to spend more money and time to fully upgrade their army.

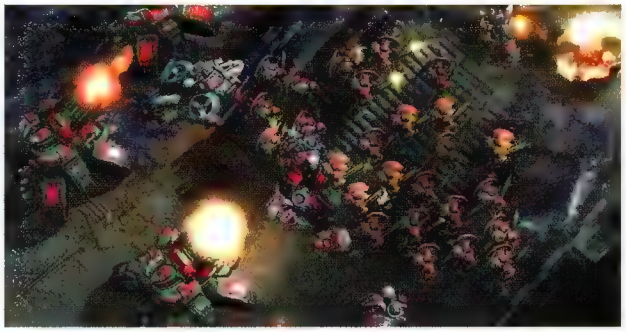
Barracks, Factory, and Starport units all use a different weapon upgrade line, and your Barracks and Factory/Starport use a different armor upgrade line as well. Therefore, your army will be more effective overall if you focus on building an army from troops belonging to one of the three production lines. Never hesitate to build units from any production line, but do try to research the most upgrades for the units you will be fielding in the greatest numbers.

Another issue with Terran upgrades is that many Terran units have crucial abilities locked with upgrades—Stimpacks, Cloak, Yamato Cannon, etc. All are vital for their respective units and should be acquired as soon as possible. This raises the gas cost and time commitment for fielding any one particular unit at full effectiveness.

Heart of the Swarm has eased this pain slightly. The armor upgrades for all Starport and Factory units have merged into one upgrade line. Weapon upgrades must still be purchased individually, but this lets you double-up on at least one line of defensive upgrades for half the cost and research time.

Burn Down

Terran structures will begin to burn down at 33% Life, at a rate of 3 per second. Be sure to repair any heavily damaged buildings, or they will burn until destroyed!



Military Production Speed

Terran military production can be the slowest of the three races. In spite of their Reactor technology, Zerg can produce waves of units from all of their Hatcheries simultaneously. Protoss can Warp In units nearly instantly with a bonus to their production speed and use Chrono Boost to further boost the speed of their reinforcements. To compensate, you must constantly produce new units from your military structures.

Complexity

Terran have by far the most complex army in terms of ability management. With one exception, every unit in their army has at least one activated ability. And even the sole unit without an activated ability, the Reaper, requires careful micro to perform well!

Even Terran military production is more complex than Protoss or Zerg. Each of their buildings can have three states (unmodified, Tech Lab, or Reactor).

The one upshot to this complexity is that, if mastered, the Terran army has answers for just about any situation in the game. That is, if you can plan and execute the answer correctly!

TERRAN UNIT ROLES

The Terran have four units that benefit from strong micro. The Marine, Marauder, Reaper, and Hellion can all be used to good effect against slower enemy forces.

Almost the entire Terran army benefits from careful focus fire micro, as *all* of their units are ranged.

- The Terran mobile Detector is the Raven. Their stationary Detector is the Missile Turret. Orbital Command Scanner Sweep and Ghost EMP both act as temporary Detector abilities.
- The Terran Siege Tank in Siege Mode, the Hellion, Hellbat, Thor (against air units), the Seeker Missile, and Widow Mine provide the Terran with area of effect damage. And technically, the Nuke is the ultimate in area of effect damage!
- Terran anti-air comes from the Marine, Ghost, Thor, Viking, Battlecruiser, Missile Turret, and (in a pinch) Widow Mines or the Raven's Auto-Turret or Seeker Missile.
- Terran siege breakers are the Siege Tank in Siege Mode, Battlecruiser Yamato Cannon, and the Ghost Nuke.
- A small group of SCVs can accompany a Mechanical force while on offense. Their ability to Repair can greatly increase the durability of your tough units, such as the Thor and Battlecruiser.

INFANTRY UPGRADES

All Infantry Weapon and Armor upgrades can be purchased at the Engineering Bay.

VEHICLE UPGRADES

All Vehicle Weapon and Armor upgrades can be purchased at the Armory. Armor upgrades are shared with Terran air units.

SHIP UPGRADES

All Ship Weapon and Armor upgrades can be purchased at the Armory. Ship Armor upgrades are now shared with Terran vehicle units.

Refinery

Command Center

UNITS

SCV

UNITS

Marine

Reaper

Marauder

Engineering Bay

Supply Depot

REQUIRES

Barracks

Sensor

Missile Turret

Planetary Fortress

UNITS

Factory

Hellion

Siege Tank

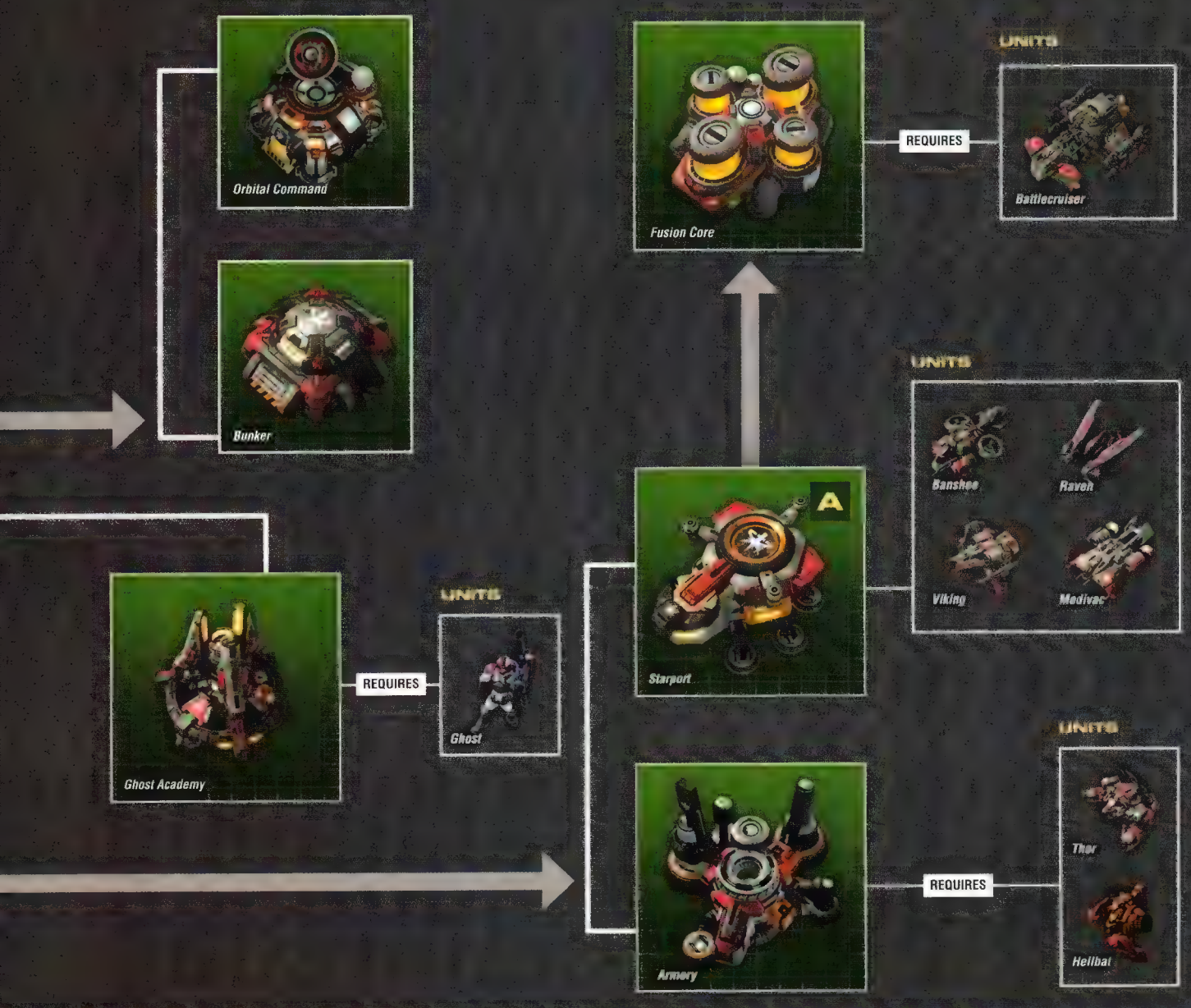
Widow Mine

A ADD-ONS

Tech Lab

Reactor

TERRAN TECH TREE



SCV

Hot Key: S

COST:

50 | 17 | 1

The Space Construction Vehicle is a sturdy builder unit. While it lacks the shields of a Probe or the regeneration of a Drone, it makes up for this with the unique ability to repair structures and mechanical units—including other SCVs!

The ability to repair is one of the Terran army's main strengths. SCVs can repair defensive Missile Turrets and Bunkers, buildings used to block choke points, or mechanized units. SCVs can do this all while under attack, giving Terran buildings much greater durability in battle.

Multiple SCVs can (and should) be used to repair critical structures under attack. This forces your opponent to deal with the SCVs directly.

Multiple SCVs increase the rate of repair in a totally linear manner. Ten SCVs repairing an Orbital Fortress under attack are ten times as fast as a single SCV. And there is no additional cost for repairing more quickly!

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Command Center	NONE	NONE

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
Fusion Cutter	5	1	1.50	0.1	Ground		3.33	

Life	Shields	Armor	Speed	Line of Sight	Size
45		0	2.81	8	1

	Armored			Psionic	Massive	Structure

REPAIR
Hot Key: R

Effect: Repairs a Mechanical unit or Structure at the cost of Resources.

Cost	Range
Resources	0

MULE

Hot Key: E

COST:

0 | 50 | 50 | 50

MULEs only last for 90 seconds, but while active, they harvest Minerals at an amazingly accelerated rate, greatly boosting Terran Mineral income while active. Consequently, all available Orbital Command Energy should be used on MULEs as much as possible, as using Scanner Sweep drains your own economy each time it is used.

Remember that you can create a MULE directly on a Mineral Field to begin harvesting instantly, and a MULE can also be called down *anywhere* you have vision.

MULEs *can* repair friendly Mechanical units and structures, so you could call down a MULE on the battlefield to fix a critical unit if needed.

MULEs cannot harvest Vespene Gas, only Minerals (whether Rich Mineral or normal).

BUILT FROM	BUILD REQUIREMENTS	UPGRADES:
Orbital Command	Orbital Command	NONE

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
Repair								

Life	Shields	Armor	Speed	Line of Sight	Size
60		0	2.81	8	

	Armored	Biological	Mechanical	Psionic	Massive	Structure

REPAIR
Hot Key: R

Effect: Repairs a Mechanical unit or Structure at the cost of Resources.

Cost	Range
Resources	0

MARINE

Hot Key: A

COST:

The Terran Marine forms the core of the Terran ground force. The Marine is a solid basic unit. It becomes extremely dangerous in large groups, as its ranged attack allows for powerful focus fire. This is something the Zealot and Zergling cannot manage easily. The Marine works even better when it is part of a mixed ground force.

In exchange, however, the Marine is quite weak individually. It is very vulnerable to area of effect damage. Keep your Marines away from splash damage or area attacks such as Siege Tanks, Widow Mines, Colossi, or Baneling packs.

Because Marines are cheap and only cost Minerals, it is strongly recommended that you have at least one Barracks with a Reactor constantly producing Marines. Utilize this basically throughout the entire game. Quickly replenishing the frequent losses Marines suffer is very important, unless you are pursuing an entirely mech based strategy.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Barracks	NONE	Barracks Tech Lab

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
[illegible]	6.0 (+1.0)	1	0.86	5	Air/ Ground		6.97 (+1.16)	

Life	Shields	Armor	Speed	Line of Sight	Size
45			2.25	9	1

UNIT TYPE					
[illegible]	Armored	[illegible]	Mechanical	Psionic	Massive	Structure

STIMPACK

Hot Key: T

Cost	Range
10 Life	

Effect: Boosts movement and attack speed by 50%

Stimpacks boost Marine movement by 50% and attack speed by 50%. They also increase their threat level significantly.

If you're using Marines in any significant numbers, you should always make acquiring Stimpacks an early game priority. Possibly even delay your first major push until they finish researching.

Stimpacks do deal damage to Marines, but the increased damage output is almost always worth it. In any sort of real engagement, you should always trigger Stimpacks as you begin the fight, unless you're repelling a light base raid.

UPGRADES		COST			EFFECT
Upgrade	Requirement				
Stimpack	Barracks Tech Lab	100	100	170	Marines and Marauders gain Stimpack ability
Combat Shield	Barracks Tech Lab	100	100	110	Marines gain +10 Life

COMBAT SHIELD

Combat Shields provide a much needed Life increase for all Marines, giving them slightly more than 22% bonus Life. Given Marines low starting Life, be sure to pick up this upgrade if you're planning on using Marines in any significant numbers.

Combat Shields are lower priority than Stimpacks, but should be picked up soon after if you are using a ground force with Marines mixed in.

Combat Shields are particularly important to keep pace with enemy upgrades and higher tech units as the game progresses. They can allow your Marines to survive one or two more hits in battle. That doesn't sound like much, but in a battle with a dozen or more Marines on the field, those hits can add up.

MARAUDER

Hot Key: D

COST:

The burly Marauder provides some much needed backbone to the Terran infantry. The Marauder has greater Life and armor than his Marine companions.

A strong anti-Armored unit, the Marauder can be upgraded to slow units hit with its Concussion Shells. This allows retreating units to be picked off with ease, and many ground units to be kited and killed with micro.

The Marauder's grenades are anti-ground only, so a force consisting of only Marauders is vulnerable to aerial assault. When mixed with Marines, Marauders complement the Marines anti-air and good massed focus fire damage with their stronger defenses and slowing grenades.

If your opponent is massing a large force of Armored units and shows no signs of going air, increase the percentage of Marauders in your ground force to compensate. Marauders have no problems dealing with almost any roughly cost-equivalent ground force if it consists of mostly Armored units.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Barracks	Attached Tech Lab	Barracks Tech Lab

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
[illegible]	10.0 (+1.0)	1	1.50	6	Ground	Armored 10.0 (+1.0)	6.67 (+0.67)	13.33 (+1.33)

Life	Shields	Armor	Speed	Line of Sight	Size
125		1	2.25	10	2

UNIT TYPE					
Light	[illegible]	[illegible]	Mechanical	Psionic	Massive	Structure

STIMPACK

Hot Key: T

Cost	Range
20 Life	

Effect: Boosts movement and attack speed by 50%

Stimpacks do double-duty for the Terran army, boosting not only the Marines, but also all Marauders. As with Marines, this upgrade is very important if you are planning on using Marauders in any significant numbers.

Similar to Marines, Marauders receive a 50% movement and 50% attack speed boost while the drugs are active. Marauders take slightly more damage per use, but they have larger Life pools to begin with, so this is less of an issue than it is for Marines.

CONCUSSIVE SHELLS

Cost	Range
0	6

Effect: Slows units hit by the Marauder by 50% for [illegible] seconds

The Concussive Shells upgrade grants the Marauder a slowing effect to his missile attacks. Take advantage of the Marauder's slowing attack. You can kite hostile units that are melee only or too short ranged to bring their fire to bear while constantly microing your Marauders out of range.

Concussion Shell hits slow enemy units by 50%. So it is not difficult to dance Marauders out of range of enemy units, especially if you outnumber them.

UPGRADES		COST			EFFECT
Upgrade	Requirement				
Stimpack	Barracks Tech Lab	100	100	170	Marines and Marauders gain Stimpack ability
Concussive Shells	Barracks Tech Lab	50	50	60	Upgrades Marauder weapons to slow enemies

REAPER

Hot Key: R

COST:

50 | 50 | 40 | 1

A superior raiding unit, due to their jetpacks, they can perform raids on lightly defended expansions. Reapers still lack anti-air ability, so be sure to retreat or protect them if the enemy is fielding a strong aerial force.

Reapers have seen some significant changes since *Wings of Liberty*. They are still a powerful raiding unit, but they have lost their extreme damage against buildings. In exchange, they now regenerate Life rapidly when out of combat.

They can deal solid damage, retreat swiftly and regenerate to full Life, then return to do it again.

BUILT FROM:	BUILD REQUIREMENTS	UPGRADES:
Barracks	NONE	Tech Lab

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
Pistol	4 0 (+1 0)	1	1.10	5	Ground		3.64 (+0 91)	

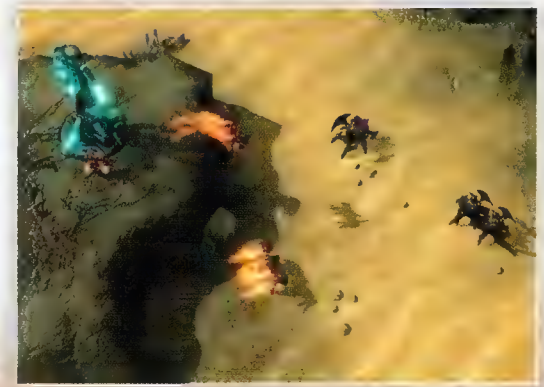
Life	Shields	Armor	Speed	Line of Sight	Size
60		0	3 75	9	1

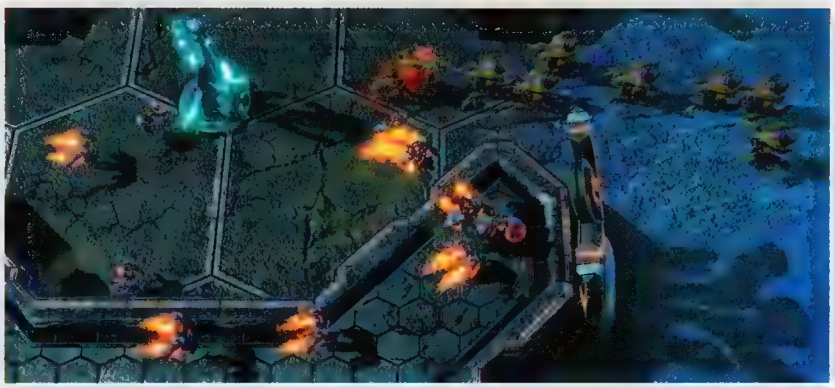
	Armored		Mechanical	Ps onic	Massive	Structure

CLIFF JUMPING

Reapers cliff jumping should be exploited to the fullest. On any map that has many small ledges, you can hide Reapers from enemy ground forces easily, attacking them from above, or simply escaping retaliation and waiting to strike again.

On many maps, their cliffjumping also allows them to raid main bases very early in the game. Rushing straight for Reapers to hit your opponent's economy early is a viable tactic.





GHOST

Hot Key: G

COST: 200 100 40 2

The Terran Ghost is a specialist unit, capable of utilizing powerful Cloaking technology and equipped with several potent special abilities. The Ghost also has access to the mighty Tac Nuke Strike, allowing the Terran forces to call down nuclear fire on their foes.

The Ghost is the only unit in the game with the Hold Fire command (default hotkey F). While active, the Ghost will *not* attack units that come in range. This is helpful when you're attempting stealthy movement while Cloaked.

If your opponent doesn't have Detection of some sort on the battlefield, your Ghosts cannot be stopped, and you will get full use out of their abilities (not to mention being able to simply pick off any enemies who can't spot them).

BUILT FROM:	BUILD REQUIREMENTS:		UPGRADES:
Barracks	Ghost Academy	Attached Tech Lab	Ghost Academy

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
[illegible]	10.0 (+1.0)	1	1.50	6	Air/ Ground	Light 10.0 (+1.0)	6.67 (+0.67)	13.33 (+1.33)

Life	Shields	Armor	Speed	Line of Sight	Size
100		0	2.25	11	2

Unit Type						
Light	Armored	Biological	Mechanical	Psionic	Massive	Structure

SNIPE

Hot Key: R

Effect: Deals 25 damage. 50% vs Psionic targets. Ignores armor.

Cost	Range
25	10

With its low Energy cost and fairly high damage output, Snipe allows you to pick off Psionic targets with considerable speed (if you have more than one Ghost making use of this ability). Even 2 to 3 Ghosts in a battle can make short work of multiple Psionic targets.

Snipe has changed in *Heart of the Swarm*. It is no longer a purely anti-Biological attack. Rather, it gains boosted damage against Psionic targets (typically casters). Snipe can *only* target Biological units, not Mechanical targets.

EMP

Hot Key: T

Effect: Deals 100 damage to shields, drains 100 Energy, reveals Cloaked units.

Cost	Range
75	10

EMP has seen some changes since *Wings of Liberty*. It is still largely the same basic attack, but it has been slightly weakened in terms of area of effect and damage to shields.

The Ghost's EMP is still a powerful weapon against the Protoss army. It heavily damages Shields within its area of effect. EMP is also useful against certain other targets. It drains targets within its area of effect of 100 Energy, as well as temporarily revealing any Cloaked or Burrowed units.

Some key non-Protoss targets that EMP can be useful against include Banshees (very effective), any enemy casters (Ghosts, Ravens, Infestors, Vipers, High Templar, Oracles), and Battlecruisers.

With the addition of Swarm Hosts and Widow Mines to the list of Burrowed targets, EMP also maintains its importance as a quick source of temporary detection.

CLOAK

Hot Key: C

Effect: Cloaks the unit.

Cost	Range
25	

The Ghost's Cloak allows it to move within range of an unaware army and make full use of its abilities. Against an army or base without Detection present, the Ghost is free to pick off helpless troops or workers without fear of retaliation.

Because a Ghost's Cloak takes Energy both to activate and to maintain, it should only be used for brief periods of time—either just before using its other abilities on an enemy army or while scouting in enemy terrain.

UPGRADES		COST			EFFECT
Upgrade	Requirement				
Personal Cloaking		150	150	120	Grants Ghost cloaking
Moebius Reactor		100	100	80	Increases Ghost starting energy by 25
Arm Silo with Nuke		100	100	60	Allows Ghost to designate a Nuke target

PERSONAL CLOAKING

Personal Cloaking enables the Ghost's ability to Cloak. In some situations, you may want this researched before you field any Ghosts. But in other situations, it is perfectly acceptable to field Ghosts without any Cloak technology. They can accompany your army and still have time to utilize their abilities.

MOEBIUS REACTOR

The Moebius Reactor increases the Ghost's initial Energy by 25. The extra initial Energy allows you to make use of more Ghost abilities sooner.

Don't pick this upgrade up early. But if you are using Ghosts throughout a match, do research it before you have built too many Ghosts.

ARM NUKE

In order for a Ghost to launch a Nuke, a Ghost Academy must first be armed with one! Each Ghost Academy can store a single Nuke. If you find yourself using Nukes heavily, building more than one Ghost Academy as you head into the mid-game is advisable.

TAC NUKE STRIKE

Hot Key: N

Effect: After 20 second launch time, deals 300

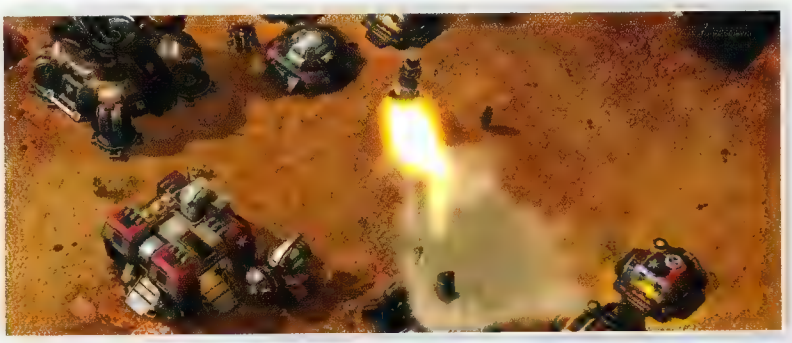
Cost	Range
	12

Calling in a Nuke is free, but it must first be built at the Ghost Academy. Once a Nuke is prepared, you can designate a target for the nuclear strike. Once set, the Nuke will not launch for 20 seconds—and when you call in a Nuke, your opponent immediately receives an audible alert.

While there is a large graphic visible to you while a Nuke is lined up to launch, your opponent will *only* be able to see a small red dot indicating the point of impact. Because your opponent will immediately begin looking for that dot when they hear 'Nuclear Launch Detected,' you must choose your target carefully.

Enemy armies are rarely a good target for a Nuke, as that is the first place most players will check. Enemy worker lines can be good targets, but it is usually best to distract your opponent first. Attack or raid just before you call in the Nuke (worker lines are the second important target players will usually check!).

Nukes are quite good against static defenses. If your opponent has bunkered down behind a wall of defensive structures, a Nuke or two can easily clear the way for your army. Structures can't dodge a Nuke like armies or workers!



HELLION/ HELLBAT

Hot Key: D

COST:

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Factory	Armory	Factory Tech Lab

The Hellion has received a few key mechanical upgrades. It has acquired the transforming technology of the Viking and can now transition between an armored walker mode (the Hellbat) or a fast moving raider (the Hellion).

The Hellion is a fast moving raider. It is excellent for hitting enemy worker lines, or harassing slow moving armies or melee units that cannot close the distance due to the Hellion's high speed.

HELLION

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
[illegible]	8.0 (+1.0)	1	2.50	0	Ground	Light: 6.0 (+5.0)	3.20 (+0.40)	5.60 (+2.40)

Life	Shields	Armor	Speed	Line of Sight	Size
90		0	4.25	10	2

[illegible]	Armored	Biological	[illegible]	Psionic	Massive	Structure

HELLBAT

WEAPON STATISTICS

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
[illegible]	18.0 (+1.0)	1	2	2	Ground	Light: 12.0 (+2.0)	18.0 (+1.06)	15.0 (+1.5)

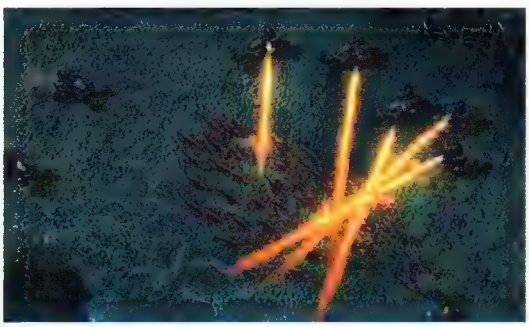
UNIT STATISTICS

Life	Shields	Armor	Speed	Line of Sight	Size
135		0	2.25	10	4

[illegible]	Armored	[illegible]	[illegible]	Psionic	Massive	Structure

HELLION

Hellions should be used (and abused) for their speed and power against Light units. If your opponent is massing their basic troop type (Marines, Zealots, or Zerglings), Hellions can shred such one-dimensional armies. Otherwise, make use of Hellions for their speed (which makes them a useful scout) and their worker raiding potential (which forces your opponent to defend their expansions or suffer constant worker losses).



Keep in mind that using Hellions against enemy forces effectively requires constant micro attention, or they will be destroyed easily. Except in cases where they are being used to fight off mass basic troops, you should rarely field more than small groups of Hellions for scout, patrol, and raiding duty.

UPGRADES		COST			EFFECT
Upgrade	Requirement				
Infernal Pre-Igniter	Factory Tech Lab	150	150	110	Hellion's Flamethrower gains +5 vs Light

INFERNAL PRE-IGNITER

The Infernal upgrade to the Hellion's flamethrower increases its damage output against Light units. With this upgrade, even a few Hellions can nearly instantly destroy a fully developed worker line, causing serious economic damage in seconds. If you are planning on raiding with Hellions heavily, consider using this upgrade. It makes even a few Hellions very dangerous to workers.

HELLBAT

Hellbats retain the area of effect flames. But instead of firing them in a straight line, they are projected in an arc in front of the unit. This makes them better for dealing with tightly clustered groups of enemies.

Hellbats also deal more damage while in walker mode, and they have more Life. Note that the percentage of Life remains the same if you shift forms. Transitioning to Hellbat mode can save a Hellion, but switching back can result in a quick demise.

Hellbats have one other interesting quirk. They gain the Biological trait when they transform from Hellion mode. As a result, the Medivac and SCVs can heal them! This means that Hellions can now be used as part of a Terran infantry force escorted by Medivacs, as well as a pure mech force with SCVs repairing them.

WIDOW MINE

Hot Key:

COST: 75 | 25 | 40 | 2

The Widow Mine is a powerful new weapon in the Terran arsenal. It is a mobile mine that creates powerful explosive missiles and automatically launches them at any nearby foes, including aerial targets!

What is particularly nasty about the Widow Mine is that it *is* a mine. To activate its weaponry, you have to Burrow it. This means that opponents must bring Detectors to engage your bases or your armies safely when they are protected by Widow Mines. The Widow Mine is easily accessible, available immediately upon factory construction.

While Burrowed, the Widow Mine launches powerful Sentinel Missiles that deal very heavy single target damage and substantial splash damage to nearby targets.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Factory	NONE	Factory Tech Lab

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus

Life	Shields	Armor	Speed	Line of Sight	Size
90		0	2.81	7	2

	Armored	Biological		Psionic	Massive	Structure

WEAKNESS

However, while the Widow Mine is very powerful, there are a few weaknesses you need to be aware of:

- The Sentinel Missile has a *long* cooldown. Once a Widow Mine has fired, you can't rely on it to fire again more than once or twice in a typical short engagement.
- The Widow Mine must Burrow before it can attack. Before it has its Burrowing upgrade, doing so is slow.
- Sentinel Missiles *will* deal splash damage to friendly forces nearby. Be careful how you place your mines.
- Sentinel Missiles do *not* fire at other Cloaked or Burrowed units. You need a source of detection.
- Single weak units can be used to sponge up the fire of a Widow Mine.
- Long ranged units can destroy Widow Mines safely.

UPGRADES		COST			EFFECT
Upgrade	Requirement				
Drilling Claws	Factory Tech Lab	150	150	110	Widow Mines burrow and activate 3 times as fast

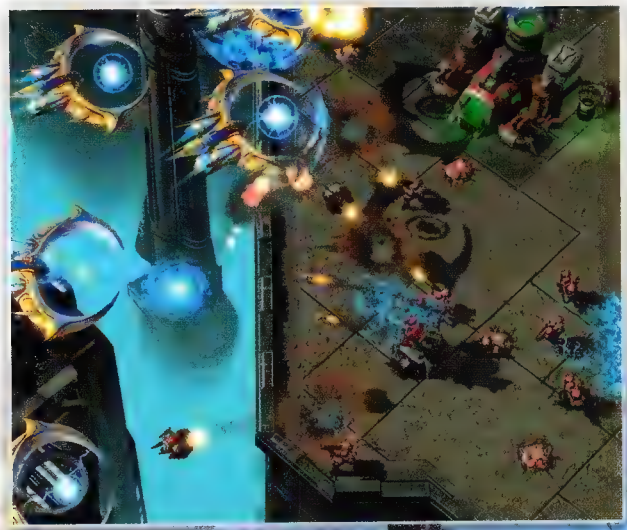
DRILLING CLAWS

Drilling Claws all but eliminate the delay when a Widow Mine Burrows. This makes them a much nastier reactive unit, as you can Burrow and unburrow them freely even in combat.

This gives you the ability to reposition them much more easily, either in response to an enemy detector or simply due to shifting conditions in a battle.

ACTIVATE MINE Hot Key: E	Effect: Burrows the Widow Mine and readies its weapon. Cannot move while activated.	Cost	Range
			5

Sharing the same hotkey slot as a Siege Tank's Siege Mode, triggering this causes the Widow Mine to Burrow and activate its Sentinel Missiles.



THE WIDOW MARCH

Widow Mines are a very nasty new defensive and offensive tool in the Terran army. Their behavior in combat is very close to that of Siege Tank usage, where you can create a moving wall of Mines to pressure and threaten an opponent.

You can use Widow Mines for containment, base defense, army defense, and surprise drops. They are a threat that demands your opponent use a source of detection in combat and properly equips and micro attention to successfully defuse them.

SIEGE TANK

Hot Key: S

COST:

150 | 125 | 50 | 3

The mighty Terran Siege Tank is a powerhouse ground defender and a dangerous weapon on offense. While in normal tank form, Siege Tanks deal good damage against Armored targets. When transformed into Siege Mode, Siege Tanks deal heavy area of effect damage against any ground units. Siege Tanks deal their boosted damage against Armored targets whether sieged or not.

Siege Tanks are a fairly expensive unit in terms of gas. Expect to field them in relatively limited numbers, always accompanied by the rest of your army when on offense. Consider bringing a few SCVs along with your army if you are making use of the Siege march.

Siege Tanks are also a very viable unit for Medivac dropship assaults. Place a few Siege Tanks on an unreachable ledge overlooking an enemy base or army and put them into Siege Mode. Unless your opponent has some means of reaching your tanks immediately, he must retreat his army and will lose any base in range of your guns.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Factory	Attached Tech Lab	NONE

WEAPON STATISTICS

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
Cannons	15.0 (+2.0)	1	1.04	7	Ground	Armored: 10.0 (+1.0)	14.42 (+1.92)	24.04 (+2.88)
Siege Tank Cannons	35.0 (+3.0)	1	3.00	13	Ground	Armored: 15 (+5)	11.66 (+1.00)	16.66 (+1.66)

UNIT STATISTICS

Life	Shields	Armor	Speed	Line of Sight	Size
160		1	2.25	11	4

UNIT TYPE

Light	Armored	Biological	Mechanical	Psionic	Massive	Structure

SIEGE MODE/TANK MODE

Hot Key: E/D

Effect: Transforms the Siege Tank to or from Siege Mode.

Siege Tanks can transform between Siege and Tank mode at any time. Note that there is a 4 second transformation delay. Try to set up Siege Tanks before a battle begins, and be sure to de-siege them if you expect that you will need to retreat.

SIEGE MODE

Note that Siege Mode has a longer range than the Siege Tank's line of sight. If you can spot for them with an aerial or scout unit, they can fire at targets at a very great distance. If you really need to get a few shots off, you can use Scanner Sweep to spot for your tanks. Try not to do this unless really necessary, as the Energy and economic cost is high.

Siege Mode also has the disadvantage of having a minimum range. If enemy units move into close contact with a Siege Tank, it can no longer fire at them. Worse, Siege Mode knows no friends—it can and will inflict splash damage on your own units. If an enemy moves units into contact with a tank, your other tanks can destroy it with Siege fire!

Widow Mines can be used to provide close quarters defense for your Siege Tanks. But a canny opponent can use the splash damage of the Widow Mines against your entrenched tanks. Be careful how you position them.

Siege Tanks cannot manually ground target while in Siege Mode, so you can't use them against Cloaked or Burrowed targets without a visible enemy unit to target. Burrowed Swarm Hosts may occasionally provide some free shots, as you can hit them just as their spawn emerge. Otherwise, you need a unit to target. Even a friendly unit will do in a pinch.

THE SIEGE MARCH

THOR

Hot Key: T

COST:

The mighty Terran Thor is a straightforward and powerful walker unit. It simply increases the overall power of your ground army, shielding it with strong anti-air support.

The Thor is an expensive unit, second only to the Battlecruiser on cost. It is also slow to build. It is best used in small numbers alongside your ground army, providing anti-air coverage and strong fire support.

As a very durable unit, the Thor is well suited to protection by SCVs; they can keep a Thor standing much longer in battle than any other Terran Mechanical unit besides the Battlecruiser.

In *Heart of the Swarm*, Thors have lost their 250mm anti-ground cannons. In exchange, they have gained flexible anti-air missile batteries. This allows them to switch between single target higher damage and area of effect damage that is boosted against Light targets.

Switch their missile types around based on the type of air that your opponent is fielding against you—the swap isn't instant, but it is fairly quick. A minimum of scouting can easily have your Thors ready in time.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Factory	Armory, Attached Tech Lab	NONE

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
	6.0 (+1.0)	4	3.00	10	Air	Light: 6.0 (+1.0)	8.00 (+1.33)	16.00 (+2.67)
	30.0 (+3.0)	2	1.28	7	Ground		46.88 (+4.69)	

Life	Shields	Armor	Speed	Line of Sight	Size
400		1	1.88	11	8

UNIT TYPE					
Light	Armored	Biological	Mechanical	Psionic	Structure

HIGH IMPACT PAYLOAD
Hot Key: E
Effect: Toggles between light and air damage or stronger single target air damage

High Impact Payload loads the Thor's newly refitted 250mm anti-air cannons, changing the Thor's air attack to a single target high damage strike.

EXPLOSIVE PAYLOAD
Hot Key: D
Effect: Toggles between light and air damage or stronger single target air damage

Explosive Payload activates the Thor's Javelin Missiles. This gives it a rapid area of effect anti-air attack with increased damage against Light targets.

VIKING

Hot Key: V

COST:

Directly expressing the Terran army's flexibility, the Viking is a modular spacecraft that can transform between its airborne form and a ground walker mode. The Viking excels in its dual role as both an anti-air aircraft and light ground raider. Because it can transform, it can slip past anti-air defenses or fly in from behind a worker line and land to deal rapid damage to another player's economy.

Vikings are too expensive and lack the firepower to be used as a primary ground army unit. But in a tight situation, you can certainly land and lend their firepower to a close battle.

When you know an enemy is going for an air force, Vikings should be part of your defense. They are far cheaper and faster to build than the Battlecruiser. They also work well together with your Missile Turrets, Marines, Widow Mines, and Thors to fend off enemy air attacks.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Starport	NONE	NONE

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
	10.0 (+1.0)	2	2.00	9	Air	Armored: 4.0	10.00 (+1.00)	14.00
	12.0 (+1.0)	1	1.00	6	Ground		12.00 (+1.00)	

Life	Shields	Armor	Speed	Line of Sight	Size
125		0	2.75 (2.25 Ground)	10	N/A (2 Ground)

UNIT TYPE						
Light	Armored	Biological	Mechanical	Psionic	Massive	Structure

ASSAULT MODE / FIGHTER MODE
Assault Hot Key: D / Fighter Hot Key: F
Effect: Transforms between Air and Ground modes

Vikings can transform between air and ground mode at any time. Be aware that there is a 3 second delay on the transformation. If you are performing a Viking raid and expect your opponent to retaliate, be sure to leave before his troops show up and start shooting your Vikings

Because the Viking can transform, it can take advantage of enemy units that can only attack air or ground units. It can avoid units that are purely anti-air, such as the Missile Turret, Protoss Phoenix, or Zerg Corruptor. In the case of the Missile Turret, you can actually land and destroy them without retaliation if there are no other enemy forces nearby!

MEDIVAC

Hot Key: D

COST:

100 100 40

The Medivac is an upgraded Dropship, capable of both transporting and healing units. This strong support unit is useful both as infantry support and for quick evacuation from the front lines if the battle turns sour. It also has uses as a transport for constructing island expansions or raiding poorly defended bases from unusual angles.

Adding a handful of Medivacs to a Terran infantry force greatly increases the survivability of the army while using Stimpacks. It allows you to heal surviving units to full Life after a battle has finished, win or lose.

When Medivacs accompany your ground force, be careful moving your army around as a group. If you accidentally right-click on a friendly unit (or on a Medivac), your Medivacs will attempt to pick up the unit, or your units will attempt to enter the Medivac. Grabbing the odd Marine while moving a large force around is not a serious problem but accidentally picking up a Siege Tank or Thor at a bad time can be problematic.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Starport	NONE	Starport Tech Lab

WEAPON STATISTICS

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
--								

UNIT STATISTICS

Life	Shields	Armor	Speed	Line of Sight	Size
150		1	2.50	11	

UNIT TYPE

Light	Armored	Biological	Mechanical	Psionic	Massive	Structure

MICRO

You may want to keep your Medivacs on a separate group hotkey, even if they are part of your main army hotkey. This allows you to move the Medivacs away from the frontlines in a fight—Heal has enough range to restore your infantry from the back lines.

UPGRADED

Medivacs have received a few key upgrades in *Heart of the Swarm*. One is in the form of a speed boost ability that lets them get away from (or into) trouble more quickly.

UPGRADES		COST			EFFECT
Upgrade	Requirement				
Caduceus Reactor	Starport Tech Lab	100	100	80	Increases Medivac starting energy by 25

CADUCEUS REACTOR

The Caduceus Reactor increases starting Medivac Energy by 25. If you are planning on making heavy use of Medivacs alongside an infantry army, be sure to pick up this upgrade. It is reasonably priced and researches fairly quickly, and it gives your Medivacs more staying power in fights when they are built.

IGNITE AFTERBURNERS

Hot Key: B

Effect: Increases Medivacs movement speed by 70% for 8 seconds

Cost	Range
20s cooldown	0

Ignite Afterburners are a new special ability that gives the Medivac a large speed boost for a short duration. This ability does *not* consume energy. Instead it has a short cooldown before it can be used again.

Afterburners are very helpful for getting a drop in past defenses, extracting a drop, escaping pursuit, or simply speeding travel across the map. They improve the Medivacs performance across the board and come equipped as standard!

HEAL

Hot Key: E

Effect: Heals friendly Biological unit 9 Life per second

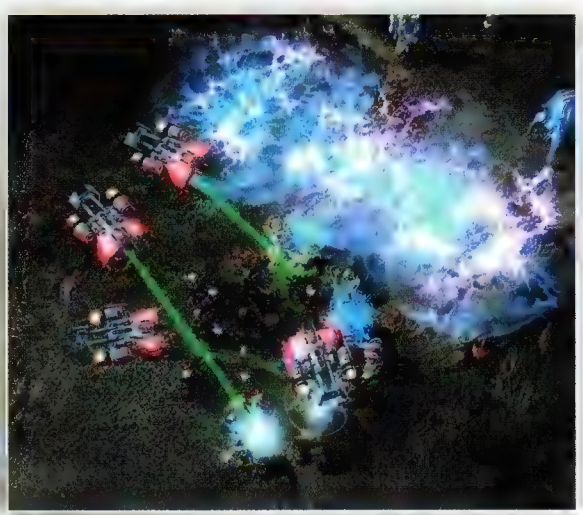
Cost	Range
1 energy per 3 life	4

Heal restores 9 Life per second to friendly Biological targets, at a cost of 3 energy per second.

The Medivac defaults to Autocasting Heal and will target any unit within a range of 4. Even a few Medivacs can easily cover your entire ground force with healing.

Though there's rarely any reason to do so in a larger battle, you can micro the targeting of Heal manually if needed.

Remember that the Hellion is now considered a Biological unit while in Hellbat form.



RAVEN

Hot Key: R

COST:

The Terran Raven is a powerful support craft, outfitted with an array of advanced autonomous offensive and defensive equipment. The Raven is a pure caster unit, in that it has no normal weapon attack. All of its utility and power comes through the use of its abilities. Ravens must be microed and controlled carefully in battle.

The Raven also acts as the mobile Detector for the Terran army. When facing enemy Cloaked or Burrowed forces on offense, Ravens must be brought with your army to safely make a push. Given the increased threat from Widow Mines and Swarm Hosts, give Ravens higher priority when facing other Terran or Zerg forces.

In situations where you are relying on Ravens for their Detection, rather than their abilities, be sure to build at least one or two extra. They are expensive and slow to build, and you can expect your opponent to mark them as a priority target.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Starport	Attached Tech Lab	Starport Tech Lab

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus

Life	Shields	Armor	Speed	Line of Sight	Size
140		1	2.25	11	

Armored	Biological	Mechanical	Psionic	Massive	Structure

AUTO-TURRET

Hot Key: T

Effect: Creates an automated defensive turret for 180 seconds.

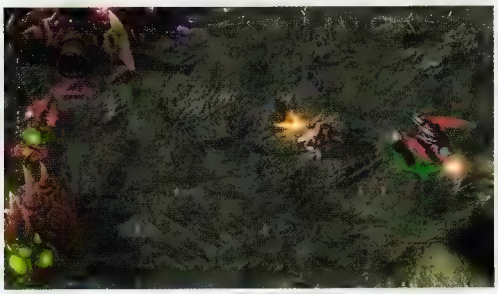
Cost	Range
50	3

The Raven can drop remote sentry turrets with this ability. The turrets instantly begin firing on any hostile unit in range. You can direct the fire of these turrets yourself, should you wish to focus fire them on a particular target.

Individually, Auto-Turrets are not especially strong. But they can be quite effective because even a few Ravens can quickly create a turret field, either in support of your army or to perform a worker raid on an enemy expansion.

Don't expose your Ravens to risk when dropping turrets in battle. Either throw them out in front of your army and then engage, or drop them after the battle begins while enemy anti-air units are too busy being shot to deal with your Ravens without direct enemy intervention.

Auto-Turrets can act as instant anti-air. Their cannons can fire at ground or air targets. This is useful for defending against an enemy air raid when your army isn't around to help.



SEEKER MISSILE

Hot Key: R

Effect: Launches a Seeker Missile after 5 seconds dealing 100 splash damage.

Cost	Range
75	6

Seeker Missiles have changed significantly in *Heart of the Swarm*. They are now a baseline ability. They are an extremely high damage single target strike with additional splash damage. This makes them useful for targeting single high cost units, such as Battlecruisers, Thors, Tempests, Carriers, Ultralisks, Brood Lords, etc.

Seeker Missiles travel out from the Raven and then gradually accelerate towards your chosen target. Seeker Missiles can be evaded by fast enemy troops. However, your opponent must be attentive to the launch and correctly pick out the targeted unit to run with.

UPGRADES		COST			EFFECT
Upgrade	Requirement				
Corvid Reactor	Starport Tech Lab	150	150	110	Increases Raven starting energy by 25
Durable Materials	Starport Tech Lab	150	150	110	Extends the duration of Raven Auto-Turrets and Point Defense Drones

CORVID REACTOR

The Corvid Reactor increases Raven starting energy by 25. As with the Ghost and Medivac, if you are planning on fielding many Ravens throughout a match, pick up this upgrade. However, you should get your first few Ravens onto the field before spending the time and resources to research this upgrade. The gas cost nearly pays for a Raven.

DURABLE MATERIALS

The Durable Materials upgrade increases the lifespan of Auto-Turrets and Point Defense Drones. While Point Defense Drones already have a long enough lifespan to do their work (usually running out of Energy or being destroyed well before they expire naturally), Auto-Turrets do benefit from this upgrade. It increases their damage potential over the course of a longer battle, or makes them more dangerous as a base-raiding tool. Save this upgrade for last. It has the least direct impact on the performance of your Ravens.

POINT DEFENSE DRONE

Hot Key: D

Effect: Creates a drone that destroys incoming hostile projectiles for 180 seconds.

Cost	Rng
100	3

The Point Defense Drone is an *amazing* defensive ability. It can turn a close battle into a decisive victory against certain enemy units.

The Point Defense Drone is deployed much like an Auto-Turret. Although, it is a stationary air structure once placed, unlike the ground based Auto-Turret.

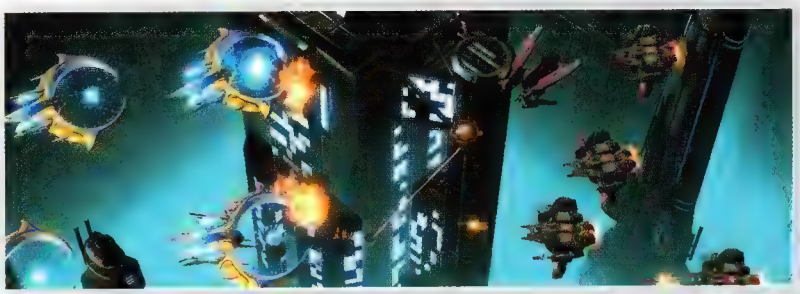
POINT DEFENSE DRONE TARGETS		
Terran	Protoss	Zerg
Marauder	Stalker	Queen (air attack only)
Viking	Phoenix	Mutalisk
Banshee	Photon Cannon	Corruptor
Battlecruiser	Tempest	Hydralisk
Thor (air attack only)	Charged Nexus	Spore Crawler
Missile Turret		

Once placed, the Drone will automatically shoot down enemy projectiles. Each Drone can destroy up to 20 projectiles (Drones are deployed with 200 Energy, and each shot intercepted costs 10 Energy). The Point Defense Drone will shoot down anything that qualifies as a 'projectile' ranged attack.

Keep in mind that the Point Defense Drone will automatically shoot down any projectile in its range. Large masses of ranged attackers will overwhelm its defense—but you can deploy more than one Drone in a large battle to help absorb more damage. Be wary of Battlecruisers. Their rapid attacks will quickly deplete the energy of your Drones.

Against smaller numbers of enemy troops that are affected by the Point Defense, even one or two Drones can completely nullify any incoming damage, resulting in a crushing victory for your forces.

Always deploy a Point Defense Drone before engaging in any major battle with your opponent's army. The Drones can significantly increase the effective Life of your army.



BANSHEE

Hot Key: E

COST:

The Banshee is an air to ground gunship, with access to sophisticated Cloaking technology. Once equipped, it becomes both a very dangerous raiding and combat unit.

Even without Cloaking, your first Banshees on the field can often safely perform raids against undefended worker lines—just don't throw any early Banshees away on raids or in battle. They're relatively fragile and become much more dangerous in groups with Cloak.

Banshees have no anti-air capability. Until you have Cloak, be very careful with your Banshees if your opponent has air units on the field that can hunt down and destroy your Banshees.

Remember that Banshees can be repaired by SCVs. After a raid or combat action, be sure to return them to base to be fully repaired before you send them out again.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Starport	Attached Tech Lab	Attached Tech Lab

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
[illegible]	12.0 (+1 0)	2	1.25	6	Ground		19 20 (+1 60)	

Life	Shields	Armor	Speed	Line of Sight	Size
140		0	2 75	10	

Light	Armored	Biological	Mechanical	Psionic	Massive	Structure

CLOAK
Hot Key: C

Effect: [illegible]

Cost	Range
25	

Cloaking activation requires 25 energy, and drains energy at 0.9 per second. Freshly created Banshees cannot be Cloaked for long.

Be sure not to toggle Cloak on and off. You want to give your Banshees as much time as possible out of combat to regenerate Energy. Wasting it by turning Cloak on and off several times is a poor use of time.

With enough Banshees, you can destroy fixed Detectors or anti-air structures quickly. Banshees alone can do nothing to the mobile Detectors that each race can field.

Try to strike against lightly defended expansions. When your opponent's bases are too heavily defended, use your Banshees with your main army to add more firepower to an offensive push. If your army can take out mobile enemy Detectors, your Banshees can easily route their ground force.

UPGRADES		COST			EFFECT
Upgrade	Requirement				
Cloaking Field	Starport Tech Lab	200	200	110	Enables Banshee Cloaking

CLOAKING FIELD

This research grants Banshees the ability to Cloak. It should always be acquired soon after you field your first Banshees, as they become considerably more dangerous with it.

Cloaking Field research is both expensive and fairly time consuming. Try to get a few Banshees on the field before you begin the research, unless you are planning to surprise your opponent with a single massed attack of Cloaked Banshees.

BATTLECRUISER

Hot Key: B

COST:

The massive Terran Battlecruiser is a capital class spacecraft. It wields immense firepower against air or ground targets and utilizes the devastating Yamato Cannon. It can destroy powerful enemy units in seconds. The Battlecruiser is a heavy air unit, expensive and slow to build and move. But it packs a punch when it arrives.

Battlecruisers are costly and slow to produce, so each should be used carefully. If your opponent has large amounts of mobile anti-air or air units, do not send Battlecruisers off on their own; move them with your main army.

Battlecruisers are the toughest single unit in the Terran army. They should always be repaired by SCVs, both in the field during battle and when at rest.

Battlecruisers can provide the final knockout punch to an enemy in the mid to late game. But be careful about tying up your Starport production completely with Battlecruisers if your opponent is already fielding many air units or Cloaked units. You may need Vikings or Ravens on the field more than a few Battlecruisers.

BUILT FROM:	BUILD REQUIREMENTS	UPGRADES
Starport	Fusion Core	Attached Tech Lab	Fusion Core

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
ATS Laser	8.0 (+1 0)	1	0.23	6	Ground		35.56 (+4 44)	
[illegible]	6.0 (+1 0)	1	0 23	6	Air		26 67 (+4 44)	

Life	Shields	Armor	Speed	Line of Sight	Size
550		3	1 88	12	

Light	Armored	Biological	Mechanical	Psionic	[illegible]	Structure

YAMATO CANNON
Hot Key: Y

Effect: Charges for 3 seconds, then fires dealing 300 damage

Cost	Range
100	10

The mighty Yamato Cannon deals 300 damage to a single target. It requires 3 seconds for the cannon to warm up and fire. Once it is launched, the cannon blast cannot be dodged. The strength of the Yamato Cannon is ideal for dispatching extremely strong enemy units such as Battlecruisers, Tempests, Carriers, the Mothership, the Colossus and Thor.

Because the Yamato Cannon is a siege-ranged ability, it can also be used to destroy most fixed enemy defenses in a single shot, but don't waste a Yamato shot on structures if the enemy army has more critical targets; you get two shots per Battlecruiser. Make them count!

UPGRADES		COST			EFFECT
Upgrade	Requirement				
Weapon Refit		150	150	60	Enables Battlecruiser Yamato Cannon
Behemoth Reactor		150	150	80	Increases Battlecruiser starting energy by 25

WEAPON REFIT

Researching Weapon Refit equips all Battlecruisers with the Yamato Cannon. Be sure to have this researching while your first Battlecruisers are being built!

BEHEMOTH REACTOR

Behemoth Reactors grant Battlecruisers 25 more starting Energy. Because Yamato Cannon takes a massive 100 energy to fire, this upgrade can allow your newly created Battlecruisers to use the cannon almost 45 seconds sooner than without it—and have faster access to a second shot. Assuming you can spare the resources, it is worth acquiring the Reactor once you begin Battlecruiser production

TERRAN BUILDINGS

Terran structures are modular and upgradable, offering more flexibility at the cost of increased complexity.

TERRAN STRUCTURE NOTES

SCV Loading

The Terran Command Center and Planetary Fortress have a range of 6 for using the Load command.

Salvaging

Terran Bunkers can be salvaged, returning most of their mineral cost.

Burning Buildings

Heavily damaged Terran buildings begin to burn down slowly. If they are not repaired by an SCV, they eventually self-destruct. Buildings begin to burn at 33% Life and burn at 3 Life a second.

Lift Off

Several Terran buildings have the ability to actually launch from the ground and become both mobile and aerial. The Command Center, its Orbital Command upgrade, and all three core military buildings (Barracks, Factory, Starport) can perform a Lift Off.

Unsurprisingly, your buildings don't move particularly quickly while in the air. However, Lift Off provides several interesting tactical and strategic options.

In the heat of a fight, you can lift off a building to protect it from ground-only units completely. You can also use the flight to move Command Centers to distant expansions relatively safely (especially expansions normally only accessible via dropship for other races). Note that the Planetary Fortress upgrade removes the ability for the Command Center to lift off.

Want a durable and cheap aerial scout? Float a military structure to provide vision for your Siege Tanks or for your army up a ramp.

BUILDING UPGRADES

All Terran unit-producing buildings (the Command Center, Barracks, Factory, and Starport) can be upgraded to improve or modify their construction capabilities.

Command Center Upgrades

Command Centers can be upgraded to either an Orbital Command or a Planetary Fortress. The Orbital Command upgrade is vital for economic support and cloak detection. The Planetary Fortress provides increased armor and a heavy automated turret built into the structure of the Command Center.

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Barracks, Factory, Starport Upgrades

All of the military structures can be upgraded with either a Reactor or a Tech Lab. Once built, a Reactor or Tech Lab remains where it is placed beside the parent building.

This also allows you to swap building upgrades. You can construct a Tech Lab or Reactor on an early Barracks, lift off the Barracks, then build (or lift off) a new Factory or Starport to use the Tech Lab or Reactor. This instantly grants you access to advanced units or double-speed basic unit production.

The Reactor

The Reactor provides a second build queue in the building it is attached to, creating units two at a time. Only basic units can be constructed, but this allows you to greatly speed up the production of basic military units.

Building	Units Available
Barracks	Marine, Reaper
Factory	Hellion/Hellbat, Widow Mine
Starport	Viking, Medivac

The Tech Lab

An attached Tech Lab grants access to the advanced military units available in the building, as well as provides upgrades for those units.

Building	Units Added	Upgrades Available
Barracks	Marauder, Ghost	Combat Shield, Stimpack, Concussive Shells
Factory	Siege Tank, Thor	Infernal Pre-Igniter, Digging Claws
Starport	Raven, Banshee, Battlecruiser	Caduceus Reactor, Durable Materials, Corvid Reactor, Cloaking Field

STRUCTURE UPGRADES

In addition to the special building upgrades, you can also purchase general enhancements for all Terran structures from the Engineering Bay.

BUILDING TYPES

All Terran structures are Armored, Mechanical, Structure.

COMMAND CENTER

Hot Key: C

COST: 400 | N/A | 100

Life	Armor	Shields
1500	1	

The Command Center is the Terran core structure, producing SCVs to power your economy. The Command Center has the ability to load up to 5 SCVs, either for defense against worker raids or to use in a new base after you move a lifted Command Center to an expansion.

The Command Center is unique among core structures in that it can be upgraded to either an Orbital Command or a Planetary Fortress, providing either economic boosts or defenses. All Command Centers and their upgrades can produce SCVs.

BUILD REQUIREMENTS: NONE

BUILDING PRODUCTION		COST			
Unit	Requirement				
SCV		50	0	1	17

BUILDING UPGRADES		COST			EFFECT
Upgrade	Requirement				
Orbital Command	Barracks	150	0	35	Unlocks Scanner Sweep, MULE, Extra Supplies, loses ability to load SCVs
Planetary Fortress	Engineering Bay	150	150	50	Increases building armor, adds defensive turret, cannot lift off

ORBITAL COMMAND

Hot Key: B

COST: 400 | N/A | 100

Life	Armor	Shields
1500	1	

The Orbital Command is the economic booster for the Terran race. It should be built *immediately* after your first Barracks. The Orbital Command *can* lift off, but it *cannot* store SCVs.

The Orbital Command provides access to the critical MULE robotic miner, Extra Supplies, and the powerful recon ability of Scanner Sweep. Orbital Command Energy is limited, so you must decide between using MULEs constantly to boost your economy or saving Energy for Scanner Sweeps.

If your opponent fields cloaked or burrowed units before you have Ravens out in the field and Missile Turrets in your base, you can make use of Scanner Sweep as a temporary solution.

BUILD REQUIREMENTS:

BUILDING PRODUCTION		COST			
Unit	Requirement				
SCV		50	0	1	17

BUILDING ABILITIES	COST		
Calldown: MULE			
	Cost	Range	Effect
	50	Unlimited	Creates a MULE harvester for 90 seconds
Calldown: Extra Supplies			
	Cost	Range	Effect
	50	Unlimited	Increases Supply output of a Supply Depot by 8
Scanner Sweep			
	Cost	Range	Effect
	50	Unlimited	Grants vision and reveals cloaked and burrowed units for 12 seconds

PLANETARY FORTRESS

Hot Key: P

COST:

150	150	0

BUILDING STATISTICS

Life	Armor	Shields
1500	3	

WEAPON STATISTICS

Weapon	Damage	Attacks	Attack Speed	Range	Targets
[illegible]	40	1	2	6	Ground

The Planetary Fortress is a powerful defensive upgrade to the Command Center. It adds more armor and a hard-hitting turret that can repel light ground raids. While adding a second Orbital Command will increase your potential income and ability to use Scanner Sweep more freely, a Planetary Fortress may be preferable in some cases.

At expansions where you expect to be raided often, particularly at rich mineral expansion sites that are often open to attack from multiple angles, a Planetary Fortress can act as its own defender against light ground raids. The extra armor can also buy time for your army to return, particularly when the Planetary Fortress is repaired by SCVs. A Planetary Fortress being repaired by multiple SCVs can be *extremely* difficult for an opponent to destroy, especially when you simply hide the SCVs when they are targeted.

BUILD REQUIREMENTS:

Planetary Fortresses *can* store SCVs, but they *cannot* lift off. The range of the turret on the Planetary Fortress can be upgraded by purchasing Hi-Sec Auto Tracking at an Engineering Bay.

BUILDING PRODUCTION		COST			
Unit	Requirement				
SCV		50	0	1	17

THE SUPER BUNKER

For the cost of 300 Minerals and 150 Gas, you can build a Planetary Fortress anywhere on a map. This isn't the cheapest or fastest defense you can create, but it has 1500 Life, 3 armor, a 40 damage attack, can store SCVs, can be repaired by SCVs, and costs 0 Supply.

It takes a champion who knows how to defend against a ground assault to consider building an extra Planetary Fortress!

REFINERY

Hot Key: R

COST:

75	0	0

BUILDING STATISTICS

Life	Armor	Shields
500	1	

The Refinery is the Terran structure for extracting gas. Unlike the Zerg Extractors, when a Refinery is finished building, the SCV that built it will automatically begin harvesting (unless you have given it another order). Consequently, you only need to place two more SCVs on a Refinery to get it running at full speed.

BUILD REQUIREMENTS:

NONE

SUPPLY DEPOT

Hot Key: S

COST:

100	0	0

BUILDING STATISTICS

Life	Armor	Shields
400	1	

The Supply Depot is, unsurprisingly, the Terran source of Supply for its army. Supply Depots also have the advantage of being able to retract into the ground. This allows friendly ground units to pass. The Supply Depot can then rise, closing the 'door' to hostile ground forces.

The Orbital Command Center can double the Supply provided by a Supply Depot, though this is rarely a good use of Energy. If you ever happen to be in the strange situation of being supply blocked due to depot destruction, you could use it in a pinch.

BUILD REQUIREMENTS:

NONE

BUILDING ABILITIES

	Raise/Lower		
	Cost	Range	Effect
	0	0	Raises or Lowers a Supply Depot to allow ground units to pass

ENGINEERING BAY

Hot Key: E

COST:

Life	Armor	Shields
850	1	

The Engineering Bay contains all upgrades for Terran infantry forces, as well as the special Terran defensive upgrades. The Engineering Bay is also necessary for the construction of Missile Turrets. Be sure to build one *before* you need them!

BUILD REQUIREMENTS:

NONE

ARMORY

Hot Key: A

COST:

Life	Armor	Shields
750	1	

The Armory contains all upgrades for Terran Factory and Starport units. It is necessary for the construction of the Thor, as well as more advanced infantry upgrades at the Engineering Bay. You should have an Armory under construction once you begin recruiting Factory and Starport units in significant numbers.

BUILD REQUIREMENTS:

BUILDING UPGRADES		COST			EFFECT
Upgrade	Requirement				
Infantry Weapons Level 1		100	100	160	Increases infantry weapon damage
Infantry Weapons Level 2	Armory	175	175	190	Increases infantry weapon damage
Infantry Weapons Level 3	Armory	250	250	220	Increases infantry weapon damage
Infantry Armors Level 1	None	100	100	160	Increases infantry armor
Infantry Armors Level 2	Armory	175	175	190	Increases infantry armor
Infantry Armors Level 3	Armory	250	250	220	Increases infantry armor
Hi-Sec Auto Tracking		100	100	80	Adds +1 Range to Auto-Turrets, Missile Turrets, Planetary Fortresses and Point Defense Drones
Neosteel Frame		100	100	110	Increases Bunker Cargo space by 2, Command Center and Planetary Fortress Cargo Space by 5
Structure Armor		150	150	140	Increases all Structure armor by 2

BUILDING UPGRADES		COST			EFFECT
Upgrade	Requirement				
Vehicle Weapons Level 1		100	100	160	Increases vehicle damage
Vehicle Weapons Level 2		175	175	190	Increases vehicle damage
Vehicle Weapons Level 3		250	250	220	Increases vehicle damage
Vehicle and Ship Plating Level 1		100	100	160	Increases all Vehicle and Ship armor
Vehicle and Ship Plating Level 2		175	175	190	Increases all vehicle and ship armor
Vehicle and Ship Plating Level 3		250	250	220	Increases all vehicle and ship armor
Ship Weapons Level 1		100	100	160	Increases ship damage
Ship Weapons Level 2		175	175	190	Increases ship damage
Ship Weapons Level 3		250	250	220	Increases ship damage

REACTOR

Hot Key: C

COST:

Life	Armor	Shields
400	1	

Reactors can be built from any Barracks, Factory, or Starport. An attached Reactor allows the creation of two basic military units at a time.

BUILD REQUIREMENTS:

TECH LAB

Hot Key: X

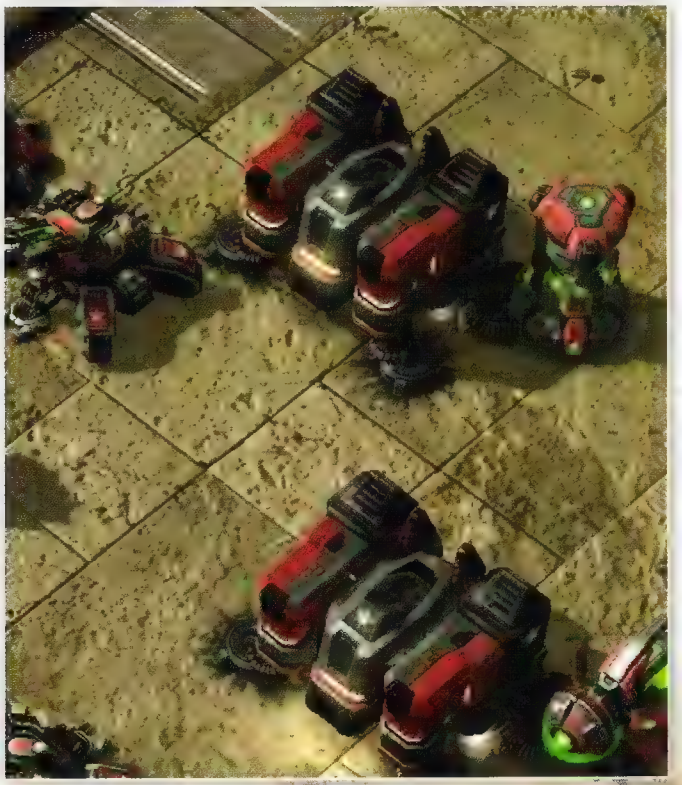
COST:

BUILDING STATISTICS

Life	Armor	Shields
400	1	

The Tech Lab can be built from any Barracks, Factory, or Starport. When attached, it allows the creation of more advanced military units, as well as research for units from the attached building. Remember that the Reactor and Tech Lab can be 'shared' by lifting off and moving military structures around.

BUILD REQUIREMENTS:



BUILDING UPGRADES			COST			EFFECT
	Upgrade	Requirement				
	Combat Shield	Barracks Tech Lab	100	100	110	Marines gain +10 life
	Stimpack	Barracks Tech Lab	100	100	170	Marines and Marauders gain Stimpack ability
	Concussive Shells	Barracks Tech Lab	50	50	60	Upgrades Marauder weapons to slow enemies
	Infernal Pre-Igniter	Factory Tech Lab	150	150	110	Hellion's Flamethrower gains +5 vs Light
	Drilling Claws	Factory Tech Lab	150	150	110	Widow Mines burrow and activate 3 times as fast
	Caduceus Reactor	Starport Tech Lab	100	100	80	Increases Medivac starting energy by 25
	Durable Materials	Starport Tech Lab	150	150	110	Extends the duration of Raven Auto-Turrets and Point Defense Drones
	Corvid Reactor	Starport Tech Lab	150	150	110	Increases Raven starting energy by 25
	Cloaking Field	Starport Tech Lab	200	200	110	Enables Banshee Cloaking

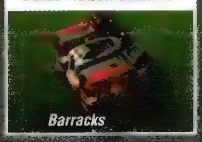
BUNKER

Hot Key: U

COST:

BUILDING STATISTICS		
Life	Armor	Shields
400	1	

BUILD REQUIREMENTS:



The Bunker is unique to the Terran army. Unlike the Protoss or Zerg, who have autonomous defensive turrets, the Bunker must be manned by Terran infantry. Cheaply and quickly built by an SCV, a Bunker can hold up to 4 supply worth of infantry, or 6 after being upgraded with a Neosteel Frame at the Engineering Bay.

Bunkers can also be salvaged, returning almost their full mineral cost to you. As a result, make use of Bunkers on both offense and defence. You can simply salvage any Bunker that is no longer needed, with few wasted resources.

While inside a Bunker, infantry units are granted +1 range. Also, when protected within the Bunker, they are considerably more durable as well.

Bunkers used as part of a wall-in become particularly difficult for an opponent to destroy if you make use of SCVs to repair them. The same tactic can work on offense as well, when Bunkers are used as part of a containment or slow push into an enemy base. Remember that SCVs can hide inside of a Bunker to escape from a raiding force!

Because Bunkers must be manned by infantry units to actually attack your opponent, they should only be manned when you *know* your opponent is attacking. Trying to fill every Bunker you build to capacity will starve your offensive army of its full potential early in the game. However, in exchange, the Bunker can have *much* more firepower than any turret created by the Protoss or Zerg, and Stimpacks *can* be used by Marines or Marauders inside!

BUILDING ABILITIES			
Salvage			
Cost	Range	Effect	
0	0	Returns 75% of Bunker construction cost, requires 5 seconds, CANNOT be cancelled	

MISSILE TURRET

Hot Key: T

COST:

BUILDING STATISTICS		
Life	Armor	Shields
250	0	

WEAPON STATISTICS					
Weapon	Damage	Attacks	Attack Speed	Range	Targets
[illegible]	12	2	0.86	7	Air

The Terran Missile Turret is their Detector structure as well as their anti-air building. Turret range can be upgraded by purchasing Hi-Sec Auto Tracking at the Engineering Bay.

Once you reach the mid-game, Missile Turrets should be placed near your worker lines and chokepoints to act as protection against aerial and cloaked raids. Missile Turrets are cheap and fairly quick to build. If you spot enemy air, cloak, or burrowed units while scouting or on offense, you can often have them prepared before your opponent attacks.

If it becomes necessary to build Missile Turrets while *under* attack, be sure to build them out of range and (preferably) out of sight of the attacking force. This provides an area of Detection and anti-air protection that you can then build out from.

BUILD REQUIREMENTS:

BUILDING ABILITIES			
Detection			
Cost	Range	Effect	
Passive	11	Detects Cloaked, Burrowed, and Hallucinated units.	

SENSOR TOWER

Hot Key: N

COST:

Life	Armor	Shields
200	0	

The Sensor Tower is unique to the Terran army and provides a large (30 radius) constant sensor scan. It instantly alerts you on the minimap and in the fog of war of enemy units within its range.

The Sensor Tower's radius appears on your *enemy's* minimap as well. Be careful about building them at fresh expansions before they are defended (unless you are attempting to bait your enemy into attacking a nonexistent expansion).

BUILD REQUIREMENTS:

Sensor Towers are cheap to add to any base. However, you shouldn't waste the Gas on them early in the game. Use your worker scouts instead for early recon.

If you're willing to lose some of them, you can create a Sensor Tower network in the mid-game to provide constant updates on the enemy army's position. But expect your opponent to destroy undefended towers if you create too many to protect with your army.

BUILDING ABILITIES

Radar		
Cost	Range	Effect
Passive	30	Reveals hostile unit movement within its detection range, but does not lift Fog of War

TERRAN MILITARY TIERS

Terran military units are unlocked sequentially. A Barracks must be built to create a Factory, and a Factory must be constructed to build a Starport.

BARRACKS

Hot Key: B

COST:

Life	Armor	Shields
1000	1	

The Barracks produces all Terran infantry units. A Barracks should be created soon after you hit 10 Supply, enabling the upgrade of your Command Center to an Orbital Command.

Early in the game, you should have at least two Barracks constantly producing units. Although, you can make use of one or three depending on your chosen build order. In the mid-game or later, you should add a third and possibly fourth Barracks if you are producing large numbers of infantry.

BUILD REQUIREMENTS:

Remember to create additional Tech Labs or Reactors using your early Barracks for Factories or Starports under construction. You can lift off your Barracks and recreate its own Tech Lab or Reactor without dangerously slowing down your infantry production after your initial force is created.

BUILDING PRODUCTION

Unit	Requirement	Cost			
Marine		50		1	25
Reaper		50	50	1	45
Marauder	Attached Tech Lab	100	25	2	30
Ghost	Attacked Tech Lab and Ghost Academy	200	100	2	40

BUILDING UPGRADES

Upgrade	Requirement	Cost			Effect
Reactor		50	50	50	Enables Double Build Queue
Tech Lab		50	25	25	Enables Marauders and Ghosts with Ghost Academy

FACTORY

Hot Key: F

COST:

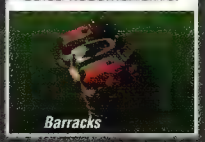
BUILDING STATISTICS		
Life	Armor	Shields
1250	1	

The Factory constructs all Terran mechanized ground units.

The Hellion/Hellbat only requires minerals to build, and the Widow Mine is fairly gas cheap. So these can be used effectively fairly early in a match.

Both the Siege Tank and Thor are gas heavy units. They require a fully running gas economy from at least one base to support. If you want to produce them in large numbers, two bases are needed.

BUILD REQUIREMENTS:



You can use a single Factory with a Reactor if you simply want to add Hellions or Widow Mines to your army, or as a complement to your Marauders. Otherwise, a single Factory with a Tech Lab followed by a second when your economy can support it is sufficient for producing Siege Tanks and Thors in reasonable numbers in the early to mid-game. As with Barracks, be sure to add more Factories later in the game if you find yourself building great numbers of mechanized ground units.

Remember that building Thors will tie up a Factory's construction queue for a considerable amount of time. Be sure that you have all the needed Hellions, Widow Mines, or Siege Tanks before beginning to build Thors. Or create additional Factories to keep production running.

BUILDING PRODUCTION			COST			
Unit		Requirement				
	Hellion		100		2	30
	Hellbat	Armory	100		2	30
	Siege Tank	Attached Tech Lab	150	125	3	45
	Thor	Armory and Attached Tech Lab	300	200	6	60
	Widow Mine		75	25	2	40

BUILDING UPGRADES		COST			EFFECT
Upgrade	Requirement				
Reactor		50	50	50	Enables Double Build Queue
Tech Lab		50	25	25	Enables Siege Tanks, Hellbats and Thors with Armory

STARPORT

Hot Key: S

COST:

BUILDING STATISTICS		
Life	Armor	Shields
1300	1	

The Starport generates all Terran air units.

A single Starport with an attached Reactor can easily support your early game Viking and Medivac needs. Once you require greater numbers of advanced Starport units, you typically need two Starports with attached Tech Labs running simultaneously.

BUILD REQUIREMENTS:

Advanced Terran air units and their attendant upgrades are very gas heavy. So you usually need at least two bases supplying gas to support two or more Starports while still producing a sizable ground force. If you're willing to sacrifice some ground power, you can create a larger advanced air army earlier in a match.

Later in a match, Battlecruisers can tie up Starport construction queues for a long period of time. If you need other air units, make sure you have the extra Starports to support all needed production.

BUILDING PRODUCTION			COST			
Unit		Requirement				
	Viking		150	75	2	42
	Medivac		100	100	2	42
	Raven	Attached Tech Lab	100	200	2	60
	Banshee	Attached Tech Lab	150	100	3	60
	Battlecruiser	Attached Tech Lab and Fusion Core	400	300	6	90

BUILDING UPGRADES		COST			EFFECT
Upgrade	Requirement				
Reactor		50	50	50	Enables Double Build Queue
Tech Lab		50	25	25	Enables Raven, Banshee, and Battlecruiser with Fusion Core

GHOST ACADEMY

Hot Key: G

COST:

BUILDING STATISTICS		
Life	Armor	Shields
1250	1	

The Ghost Academy is a secondary military structure, enabling the recruitment of the Ghost at Barracks with a Tech Lab attached. Ghost upgrades are also researched here.

Nukes are armed at the Ghost Academy. Remember that you can arm one Nuke at a time for each Ghost Academy you build.

BUILD REQUIREMENTS:

BUILDING UPGRADES		COST			EFFECT
Upgrade	Requirement				
Personal Cloaking		150	150	120	Grants Ghost Cloaking
Moebius Reactor		100	100	80	Increases Ghost starting energy by 25
Arm Silo with Nuke	Factory	100	100	60	Allows Ghost to designate a Nuke target

FUSION CORE

Hot Key: C

COST:

BUILDING STATISTICS		
Life	Armor	Shields
750	1	

The Fusion Core is a secondary military structure that unlocks the Battlecruiser for construction at your Starports with an attached Tech Lab. Upgrades for the Battlecruiser, including the critical Yamato Cannon, are also researched here.

BUILD REQUIREMENTS:

BUILDING UPGRADES		COST			EFFECT
Upgrade	Requirement				
Weapon Refit		150	150	60	Enables Battlecruiser Yamato Cannon
Behemoth Reactor		150	150	80	Increases Battlecruiser starting energy by 25

PROTOSS ARMY

The Protoss are a powerful, [illegible] race. Although [illegible] and technologically advanced, [illegible] the Protoss make up for this with sophisticated weapons of war.

Protoss units are individually powerful, making even small groups of units a dangerous combat force. Protoss psionic abilities give them access to devastating abilities such as the feared Psionic Storm.

The Protoss army consists of many autonomous robotic forces, as well as machines built for battle. The two factions of their race, the High and the Dark Templar, have joined one another in support of the war effort. The psionic warrior Zealots are now accompanied by the agile Stalkers.

Even a small army of basic Protoss units can be effective. Large groups of their more advanced units are exceptionally devastating and difficult to stop.

PROTOSS ADVANTAGES

Protoss have many advantages stemming from their mastery of sophisticated technology and psionic power.

Powerful Units

Protoss units are almost all individually stronger than Terran or Zerg units. At equal or greater numbers, they can often easily win a battle. Against superior forces, they can still manage to fight on even terms.

Chrono Boost

The Protoss economic booster, Chrono Boost, is distinct from the Terran or Zerg abilities. It can be used to boost not only the Protoss economy, but also their military production and research speed.

This ability grows in power over the course of the game, as less Energy needs to be spent on speeding Probe production, and more used for speeding army production and research.

Shields

All Protoss units and buildings are protected by powerful energy barriers. These Shields form an extra layer of defense on top of the Life of any Protoss unit or structure.

Protoss Shields also regenerate automatically—if 10 seconds pass without a Protoss unit or structure taking damage, their Shields begin to recover at a rate of 2 per second. While this will not help you directly in battle, it *is* helpful when retreating a damaged force from battle, or after recovering from an enemy push.

Buildings whose shields are lowered will suffer no permanent Life damage at all, and even severely damaged units will often have fully powered Shields before the next major battle begins.

Protoss air units in particular benefit from Shields. They can perform hit and run attacks, falling back as their Shields begin to fail and giving them time to recover.

Pylon Power

The Protoss Supply structure is the Pylon. These special crystals also create a Pylon power field in a radius around each Pylon. This power field is necessary to power *all* Protoss structures, as well as their defensive Photon Cannons.

New structures must be created within this field, but in exchange, units can be warped into existence at great speed once a power field has been created.

WE REQUIRE MORE POWER

The Protoss Nexus, Assimilator, and Pylon do not require a power field to create.

Don't forget to create redundant Pylons at an expansion to cross-cover created Photon Cannons!

Warp Technology

Protoss are masters of a sophisticated warping technology. With their ability to Warp In units and structures, they can create an entire functional base from a single Probe, and create a ground army literally out of thin air.

Unlike the Terran SCVs (who must build each structure by hand) or the Zerg Drone (which is consumed with the creation of a new building), Protoss Probes can Warp In a structure and then return to work immediately while the structure finishes warping into existence.

A single Probe can create an entire expansion, a line of Photon Cannons, several Pylons, or a whole new military production line in seconds, and all of the new structures will Warp In nearly simultaneously.

In addition, once Warp Gate research has been unlocked at the Cybernetics Core, all Protoss Gateways can be converted to Warp Gates.

Once this has been done, *all* Gateway units can be warped into existence *anywhere* that you have a Pylon power field. As if that wasn't enough, every unit has a speed bonus applied to its creation. For most units, the cooldown of a Warp Gate is 10 seconds faster than the creation of a unit from a Gateway normally. There is one exception to this speed bonus. The Sentry only gains a 5 second reduction in cooldown.

The Protoss transport, the Warp Prism, can also create small power fields, either to temporarily power base structures, or to create a field anywhere on the map for Warp Gate usage.

Split Tech Tree

The Protoss tech tree is unusual in that after the Cybernetics Core has been constructed, any of three different branches of their tech tree become immediately accessible.

This allows you to progress down the Templar, Air, or Robotics paths, either in response to your opponent's army choices, or to force a response *from* your opponent. Fielding the right answer to your opponent's army can give you a decisive advantage on the battlefield.

It is important to take advantage of this tech tree flexibility by making a decision about the route to take, and executing it as quickly as possible. There's a limited window of opportunity to inflict maximum damage with a tech unit before your opponent can stabilize the fight. The faster you acquire your chosen tech units, the better your chances of exploiting that window.

Permanent Cloaking

As masters of Cloaking technology, Protoss units that have access to Cloak are *permanently* cloaked (except units that move in and out of a Mothership's cloaking field range). They require no Energy to maintain, and do not have to activate or deactivate their Cloak like Zerg Burrow or Terran's imitation Cloaking tech. The Dark Templar and Observer are permanently cloaked, while the Mothership cloaks *all* friendly units near it.

The Mothership and Mothership Core

The Protoss Mothership is a super unit, unique among all races. Only a single Mothership can be fielded at any time. It is the single most expensive unit in the game, with the greatest technology requirement and longest build time.

In exchange, the Mothership is a powerful combat unit that *must* be dealt with by your opponent once it hits the field, or it can end a match alongside your army, as it cloaks your entire military force (and any friendly buildings in the area). If your opponent loses his Detectors in battle and cannot destroy the Mothership quickly enough, destruction is soon to follow.

New to *Heart of the Swarm*, the Protoss have gained an early game version of the Mothership, the Mothership Core. This special unit provides a variety of benefits that are extremely useful for the Protoss early game, and it can later be upgraded *into* the full Mothership.

The Mothership Core plugs several holes in the Protoss early game, giving you more options for early expansion and alternate teching.

Photon Cannons

The Protoss defensive structure is an all-in-one turret—the Photon Cannon can attack air units, ground units, *and* serves as a Detector. Make use of this flexibility by placing a few near your worker lines and key chokepoints. Rest assured that any cloak, burrow, or aerial raid will quickly be spotted and attacked, giving you time to respond.

PROTOSS DISADVANTAGES

Expensive Units

As a counter to their individual power, Protoss units are also the most expensive units of any race. Each loss is more painful for the Protoss than the Terran or (especially) the Zerg.

Make good use of your troops on offense or defense. You cannot afford to throw Protoss units away, and responding quickly to hard counters (air, cloak, or burrow technology) is extremely important.

Pylon Power

Ironically, the same Pylon power field that is a useful benefit for the Protoss when warping in structures and units is a *disadvantage* when it comes to fighting your opponent's army off in a close fight inside your bases.

When Pylons powering your military structures or Photon Cannons are destroyed, those structures or defenses power down. This cripples your ability to create reinforcements or fight off your opponent's force.

It is very important that you create redundant power fields to cover your military production structures. Pylons are the weakest structure in a Protoss base, and intelligent enemies will target your Pylons *first* if they see a single Pylon powering all of your Gateways or Photon Cannons!

Split Tech Tree

Another double-edged sword, the flexibility offered by the split tech tree can also cause problems for you if it is not used carefully.

Scouting your opponent properly is *vital* for choosing which tech tree to pursue. You do not have the resources early in the game to easily create the structures and units from multiple trees simultaneously.

As a match progresses into the mid game, be sure to build the additional structures in response to your opponent's military, and your changing needs. Having rapid access to your full unit selection is well worth the cost, and isn't a burden once your economy is working at full speed.

EMP

Finally, while it is rare that any single unit or ability is useful against every possible unit in an army, the Terran Ghost's EMP bears special mention. It is *exactly* that against ALL Protoss forces.

A Ghost's EMP attack strips off 100 Shields from all Protoss units or structures within the blast radius. Repeated EMP strikes can strip the Shields from your entire army, leaving them painfully vulnerable in the ensuing battle.

If your opponent is fielding Ghosts (and if he knows you're playing Protoss, you should expect them!), you need to make them a priority target.

On offense, if you are hit by an EMP, at least you have the option of retreating and allowing your Shields to recover. On defense, you have no such luxury, and you must engage in battle.

Killing the Ghost after the EMP has hit your army won't help you in the current fight. But it at least forces your opponent to build more, and they are costly units in terms of Minerals and Gas.

Baiting out EMPs or assassinating Ghosts before they can engage the bulk of your army is very helpful. Although this can be tricky if they are mixed in with a Terran drop, or already cloaked before they engage you.

PROTOSS UNIT ROLES

The Protoss Stalker benefits from dancing micro, particularly once Blink has been researched.

Stalkers, Sentries, and Immortals are all good candidates for focus firing.

The Protoss mobile Detector is the Observer, and their stationary Detector is the Photon Cannon, with the Oracle acting as a temporary Detector. Psionic Storm can damage undetected units, and Force Field can block them.

The Oracle is a temporary Detector for the Protoss. It is a relatively early game unit; this is very helpful for dealing with the new threats of Widow Mines and Swarm Hosts, as well as all existing cloaking and burrowing units.

The Colossus and Psionic Storm provide area of effect damage for the Protoss army.

Protoss anti-air is available from the Stalker, Sentry, Archon, Phoenix, Void Ray, Carrier, Tempest, Mothership, Photon Cannon, and if carefully aimed, Psionic Storm.

Protoss siege breakers are the Colossus with range upgrade, the Carrier, and the Tempest.

Protoss air is very strong. It has the benefit of the fastest unit in the game with the Phoenix, harassment and support from the Oracle, extremely long range high-powered attacks from the Tempest, and the powerful Carrier and Mothership as finishers.

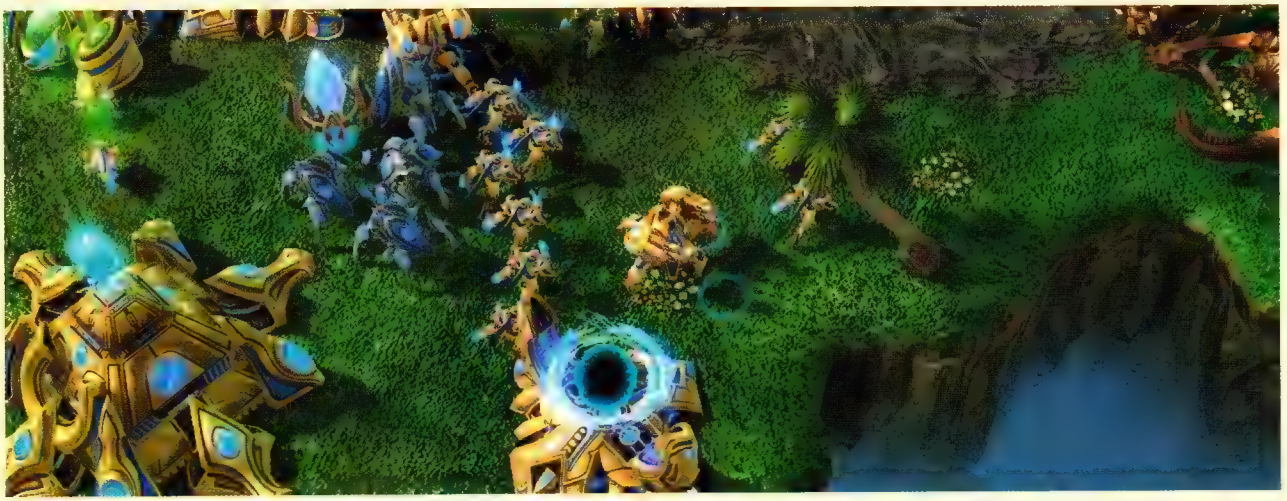
Heart of the Swarm has significantly improved Protoss air, both in terms of upgrades to existing units and in the new Tempest and Oracle units. Given sufficient resources, an air focused offense can be highly effective.

PROTOSS GROUND UPGRADES

All Protoss Ground upgrades are researched from the Forge. In addition, all Protoss Shields can be upgraded from the Forge. Shielding upgrades affect all Protoss units and buildings.

PROTOSS AIR UPGRADES

All Protoss Air upgrades are researched from the Cybernetics Core.



UNITS

UNITS

UNITS

REQUIRES

UNITS

REQUIRES

UNITS

REQUIRES

PROTOSS TECH TREE

REQUIRES

REQUIRES

REQUIRES

PROBE

Hot Key: E

COST:

The Probe is the basic worker unit for the Protoss army. As with the other workers, while this unit is weak both defensively and offensively, it is absolutely vital for your victory on the battlefield.

The Probe's unique power is the ability to construct multiple buildings at once. While the Terran SCV must construct each building individually, and the Zerg Drone is destroyed in the process of building a single building, a lone Probe can build an entire base almost simultaneously, resources permitting!

The Protoss Probe Warps in new buildings. When you command a building, the cost is paid immediately, then a building begins warping in. It automatically finishes once it has reached full Life and shields. If you cancel a structure before it has fully built, 75% of the resources spent are refunded.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Nexus	NONE	NONE

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
	5	1	1.50	0.1	Ground		3.33	

Life	Shields	Armor	Speed	Line of Sight	Size
20	20	0	2.81	8	1

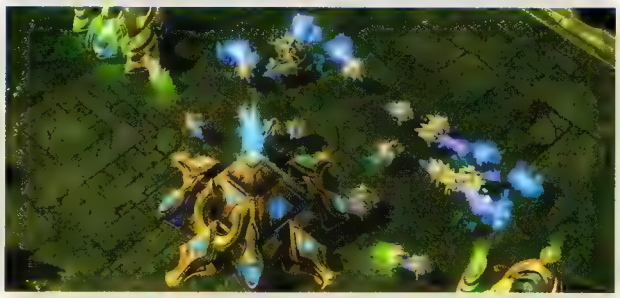
	Armored	Biological		Psionic	Massive	Structure

NEXUS

ECONOMY MANAGEMENT

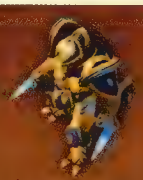
You do need to be careful when queuing multiple buildings at once. While it is powerful, building multiple structures while under attack is a good way to lose a lot of resources quickly. Your opponent can target the buildings that are warping in and destroy them easily while they are at low Life and shields.

Because you can Warp In many buildings at once, the Probe is also powerful due to its ability to create a nearly fully functioning expansion almost immediately. Only Photon Cannons cannot be placed during the initial warp of the Nexus, Assimilators, and Pylons. Once the Pylons have finished, you can easily finish the job by warping in several Photon Cannons to protect the fledgling expansion.



ZEALOT

Hot Key: Z



COST:

The iconic Zealot is a powerful melee warrior, and the kingpin of the basic starting units for all of the races.

When upgraded with Charge, they gain increased movement speed and the ability to charge nearby units, greatly increasing their lethality against ranged or fast moving units.

Zealots are worth more in Zerglings in Close Combat simulations. However, it is important that you engage Zerglings in a chokepoint, or at the very least, with the Zealots' backs to a nearby wall. This prevents the Zerglings from surrounding the Zealots and bringing their full potential damage to bear.

The best counter Zealots to have through Marines. Many can climb the distance, but be wary of attacking mixed Marines and Zerglings. Once a critical mass of Marines is reached, focused fire can down Zealots very quickly. Zealots can be killed by Marines, though they are expensive units without Charge or Stimpack.

BUILT FROM:	BUILD REQUIREMENTS	UPGRADES:
Gateway	NONE	Twilight Council

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
	8.0 (+1.0)	2	1.20	0.1	Ground		13.33 (+1.67)	

Life	Shields	Armor	Speed	Line of Sight	Size
100	50	1	2.25	9	1

	Armored		Mechanical	Psionic	Massive	Structure

GATEWAY / WARP GATE

UPGRADES		COST			EFFECT
Charge		200	200	140	Grants Zealot Charge ability and increases movement speed

CHARGE

Charge grants a movement speed increase to all Zealots, and an automatically triggered charge that rushes Zealots into melee range at great speed. With Charge, Zealots can get into melee range almost instantly, which allows you to close the gap with almost any ground unit.

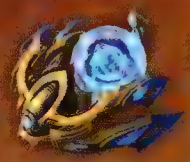
This is particularly important against ranged units, or units with a faster base movement speed. Because Charge increases Zealot movement speed *and* gives them an actual charging move, they become substantially more mobile.

Zealots are both tough and cheap units, and once you research Charge, they remain useful throughout the game. Their only significant weakness once you research Charge is air units, or aoe attacks that can damage a pack of them.

Charge should always be researched if you are fielding Zealots in any significant numbers; it greatly increases their combat power.

SENTRY

Hot Key: E



COST:

The Sentry is one of the earliest caster units that the Protoss can access. The Sentry is more fragile than the other Protoss ground units, and has a high gas cost. It is usually best used when mixed in smaller numbers with a larger force of other ground units.

Because of its cost and durability, it is less suitable for front line combat or aerial defense than either the Zealot or Stalker. However, its support abilities, Force Field, Guardian Shield, and Hallucination, are all very useful.

Have one or two Sentries in your Gateway attack group when you first attack, and you'll likely notice a

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Gateway	Cybernetics Core	NONE

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
	6.0 (+1 0)	1	1.00	5	Air/ Ground		6 00 (+1.00)	

Life	Shields	Armor	Speed	Line of Sight	Size
40	40	1	2 25	10	1

Light	Armored	Biological	Massive	Structure

GATEWAY / WARP GATE

FORCE FIELD

Cost	Range
50	9

Force Field creates a roughly circular energy barrier on the ground, preventing ground units from moving through it. Force Field *can* be placed atop ground units (friendly or enemy), and it will displace them. You can also place Force Fields atop one another to create an overlapping barrier of fields that can block a large stretch of terrain.

WALLBREAKING

Force Fields can now be broken by any ground based Massive unit, including your own. Be careful with Colossi around your Force Field walls!

Force Field is a very powerful defensive tool for the Protoss, and it is especially potent against melee units. It allows you to create choke points instantly, and in some cases, can also be used to block some (or all!) of an enemy force in or out of an area (often a base).

Use Force Field to block off ramps leading into your bases, to constrict existing chokepoints, to cut off the retreat of a fleeing force, to separate an enemy army, or to protect your own force while retreating.

When you only have limited Energy for Force Field creation, you should make use of existing chokepoints on the map to maximize the power of the ability.

Because Protoss units tend to be superior in a one-on-one fight to most other ground units, setting up a situation where you have numerical superiority, or limited frontage at a chokepoint, is very advantageous for the Protoss army. Slicing an enemy army in half with Force Fields can be a lethal tactic.

GUARDIAN SHIELD

Cost	Range
75	

Guardian Shield creates a large spherical aura of protection around a Sentry. Friendly units inside this barrier take 2 less damage from any enemy ranged attack.

This makes the Guardian Shield extremely strong against the Terran army. Their entire army is ranged, and the Guardian Shield severely cuts the damage output of their basic unit, the Marine.

Guardian Shield is still useful against Zerg and Protoss forces, as they both field a variety of ranged units as well. Although, it obviously helps less against high damage units, and not at all against Zealots, Zerglings, or Ultralisks.

Guardian Shield is a very fire-and-forget ability. Any time you engage in battle, activate Guardian Shield, then worry about microing your various units. If necessary, move the Sentry slightly to cover more of your army. Extra Sentries can make use of Guardian Shield to protect larger armies.

HALLUCINATION

Cost	Range
100	0

Hallucination creates temporary illusory units. These units deal no actual combat damage and take double the damage of a real unit. However, they can be used to bolster the apparent size of your army, fake out your opponent with a specific tech unit, scout with a fast air unit, or simply increase the total effective Life of your army.

Without a Detector, Hallucinations appear to be real units to your opponent, and his troops and defenses will automatically fire at them. Mixing in Hallucinations with your army is useful both for the psychological effects and the practical combat effects. Your opponent may see a certain tech unit and waste time and resources building a counter, or they may react differently to an apparently larger army.

Because Hallucinations can provide vision, creating a fast unit such as the Phoenix and using it to scout or sight for your army is very helpful. A mass of basic units in your army created via Hallucination is also very useful, as your enemy cannot distinguish between a Hallucinated unit and a normal unit without a source of Detection.

At the very least, you force your opponent to expend resources on bringing a source of Detection to the battle. If they don't, they're going to waste part of their army's offensive power on destroying harmless illusions, handing you an easy victory in evenly matched battles.

Be careful about using Hallucination to create high-tech units too early in the game. If your opponent ignores the obvious fake units, you won't gain any effective Life bonus in combat.

Hallucinations are generally a bit less useful on offense than defense, as your opponent will usually have fixed Detectors in their base. Even so, with their limited range, your Hallucinations will likely still absorb fire from enemy forces in the confusion of battle, and on defense, your opponent must bring mobile Detectors, or your Hallucinations will absorb damage freely.

Even if your opponent is diligent in covering their Detector needs to counter Hallucination usage, you can still make use of the scouting power by creating illusionary Phoenix.

Hallucination is expensive to use, and its combat uses require several Sentries creating a good sized group of illusions to be more effective than a smaller number using Guardian Shield and Force Fields well.

If you *do* have a moderate sized group of Sentries with full Energy bars, don't hesitate to make use of Hallucination for a major push or defense. It can significantly increase the durability of your army.

STALKER

Hot Key: S

COST:

125 50 2 2

The armored Stalker is a fast moving combat walker unit armed with a reasonably strong ranged attack.

When upgraded with Blink, Stalkers become a powerful harassing unit. They can use their Blink to move up and down differing levels of elevation, as long as they have vision. They also provide early anti-air for the Protoss force.

Stalkers are perfect against early units that Zealots are too slow to effectively engage. Because they are ranged, they benefit from the ability to focus fire on your opponent's units.

Stalkers are vital if you know your opponent is going for any sort of serious air assault, both for protecting your base from raids and for providing mobile anti-air to a mixed ground force.

Stalkers are also important if your opponent is massing Armored units in their ground force. Their bonus damage can help to turn the tide of battle.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Gateway	Cybernetics Core	Twilight Council

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
	10.0 (+1 0)	1	1.44	6	Air/ Ground	Armored:4.0	6 94 (+0.69)	9 72

Life	Shields	Armor	Speed	Line of Sight	Size
80	80	1	2.95	10	2

Light		Biological		Psionic	Massive	Structure

GATEWAY / WARP GATE

BLINK

Cost	Range
	8

UPGRADES	COST			EFFECT
Blink	150	150	170	Grants Stalkers Blink ability

BLINK

Blink grants an activated ability to all Stalkers to teleport a short distance. This ability has a 10 second cooldown, which can allow you to endlessly dance away from melee, short ranged, or slower units. With careful micro, it greatly extends the lifespan of any Stalker on the frontline of a conflict.

In addition, Blink allows for rapid mobility when chasing a fleeing enemy and (with proper line of sight) teleportation onto higher ground. This is useful for attacking an enemy base from an unexpected direction, or escaping a ground force. On some maps, it is even possible to Blink across chasms or open spaces.

If you're planning on using Stalkers in any significant numbers, Blink is a vital upgrade. It greatly extends their tactical options and substantially increases their utility. But remember that it also demands direct micro to have any impact on the outcome of a battle.

DARK TEMPLAR

Hot Key: D

COST:

125 125 0.5 2

The Dark Templar is a permanently cloaked warrior, armed with a vicious psi-blade. Perfect for raids or combat support. Dark Templars are rather frail if spotted without their cloak.

Rushing Dark Templars will immediately cause your opponent to begin building Detectors at his base, and add mobile Detectors to his offensive army. If he does not, Dark Templar can quickly win you a fight by assassinating the enemy army, worker line, and core structure.

Even once your opponent begins to field Detectors in larger numbers, Dark Templar remain a viable and dangerous unit of your army. They still deal extremely high damage per hit. Just be sure to keep them protected in with your army.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Gateway	Dark Shrine	NONE

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
	45 0 (+5 0)	1	1.69	0.1	Ground		26 56 (+2.95)	

Life	Shields	Armor	Speed	Line of Sight	Size
40	80	1	2 81	8	1

	Armored		Mechanical		Massive	Structure

GATEWAY / WARP GATE

DETECTOR

Dark Templar work very well as a containment threat when mixed in your army. Your opponent may be able to hold the line with fixed Detectors at his bases, but this gives you the ability to freely expand around the map.

When facing an opposing Protoss player, be sure to scout for a Dark Shrine. Get up at least one Robotics Facility specifically for Observers if you detect one.

Your Oracle cannot do permanent Detection duty while on offense—though it can work for a quick raid to destroy the Shrine or Dark Templars in an opponent's army.

ARCHON WARP

Hot Key: C

Cost	Range
12s merge time	0

Two Dark Templar can be morphed into Archons, but their total cost per Archon is higher than that of a High Templar morph. Plus, they may be more effective in Dark Templar form as part of your army. Still, if you need Archons for fighting air units or massed biological armies, don't hesitate to morph them.

THE DARK TEMPLAR REVEAL

When you scout and see that your opponent is creating a Dark Shrine, you should immediately start building Detectors. You want to deny your opponent the ability to freely expand around the map. Additionally, you should begin building Detectors and adding them to your army. A skilled opponent will often follow your Dark Shrine with a Dark Shrine at his base, so be sure to build them for your army. Don't send them out to search your opponent's base, though—you'll only waste your resources. Instead, keep them in your army, and be ready for the Dark Templar reveal.

HIGH TEMPLAR

Hot Key: T

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Gateway	Templar Archives	Templar Archives

The High Templar is one of the most powerful Protoss caster units, with access to the lethal Psionic Storm ability.

High Templars are expensive, slow, and have no auto-attack. They must be protected by a standing army, or used defensively to protect your bases from raids. High Templar are priority targets for your opponent. Expect them to be focus fired and picked off if left unattended.

Two High Templar can merge to form an Archon. Be aware after they have expended their energy, they can be used to create a powerful ground unit to add to your army.

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus

Life	Shields	Armor	Speed	Line of Sight	Size
40	40	0	1.88	10	1

	Armored		Mechanical		Massive	Structure

GATEWAY / WARP GATE

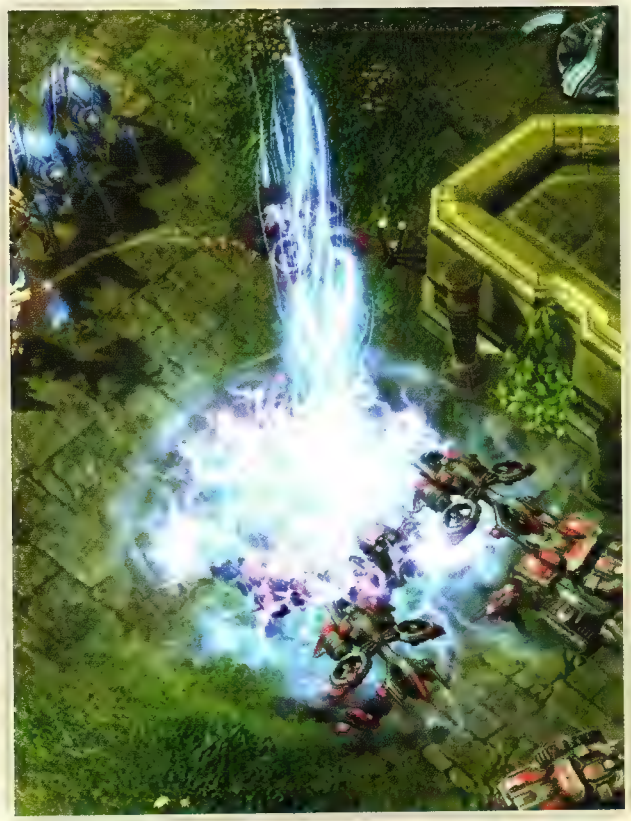
CHANGES

High Templar no longer have their Khaydarin Amulet upgrade. This means that you cannot use freshly warped in High Templar to drop Psionic Storms immediately. If you are quick-warping them, either do so for Feedback or Archons.

UPGRADES	COST			EFFECT
Psionic Storm	200	200	110	Grants High Templar Psionic Storm ability

PSIONIC STORM

High Templar do not have access to their signature ability immediately. It must be researched, which is both expensive and slow. Once you have built a Templar Archives, this upgrade should be your first priority.



ARCHON WARP

Cost	Range
12s merge time	0

Two High Templars can be morphed into Archons. Players will often form Archons with two High Templars that already used its energy. In addition, do not hesitate to morph if you need help fighting air units or massed biological armies.

FEEDBACK

Hot Key: F

Cost	Range
50	9

Feedback drains all Energy from an enemy unit, dealing damage equivalent to the Energy drained.

Feedback is particularly useful for targeting enemy units that cannot dump their Energy quickly or have a large impact on the battlefield, such as the Medivac, Banshee, Raven, Battlecruiser, Mothership, and Overseer.

Ghosts, Sentries, Oracles, High Templar, Infestors, and Vipers are all viable targets, but they have the ability to quickly dump their Energy on the battlefield. High Templar are generally too slow to move into range and cast Feedback in time to stop them from casting from the back lines of a battle.

In most cases, you should save energy for Psionic Storm usage. But against key energy using units that can affect the outcome of a battle, Feedback may be the right choice.

PSIONIC STORM

Hot Key: T

Cost	Range
75	9

The powerful Psionic Storm deals 80 damage over 4 seconds to all units in an area, be they ground, air, cloaked, or burrowed.

Psionic Storm has a 2 second cooldown from a single High Templar. Multiple Psionic Storms *do not* stack, so you should either spread storms around your opponent's army or wait for the first to elapse before casting a second in the same area.

Psionic Storm can shred an opponent's army in seconds, but an alert opponent will immediately move his troops out of range of the storm. This is still desirable in battle, because your own forces will continue to attack, while his take damage and move to evade.

Be careful with Storm; you can kill your own units. It is best used against enemy ranged units, or on their army before it spreads out and their melee or short ranged units hit the front of your army.

Psionic Storm can be effective against packs of air units as well, but be careful with your placement of the storm. When targeting air units, place the storm where the *base* of the air unit is, not where the 3d model of the unit is on your screen (aim low!).

While you have Psionic Storm activated (but before you place it), any enemy units that will be hit by the storm are highlighted in red with your cursor. Use this indicator to aid targeting and quickly check your placement before hitting a group of air units.

Psionic Storm can be used for worker raids in concert with Warp Prisms, but High Templar are generally too expensive and important for army battles to be used in this role. Plus, the new Oracle unit fulfills this role more effectively now.

OBSERVER

Hot Key: B

COST:

[illegible] 70 [illegible] 1

The Protoss Observer is a permanently cloaked aerial scout, a nearly perfect reconnaissance unit.

Once you have access to Observers, you should gradually create a network of them covering the area around your opponent's bases, and eventually at all potential expansion sites and areas around your bases.

Even an alert opponent traveling with mobile Detectors with his army will rarely manage to catch every Observer that you place throughout the mid and late game. For Observers in particularly crucial locations, you should always replace them if they are destroyed.

Observers must accompany your army on offense when facing enemy cloaked or burrowed troops. If you are forced back to your base by the threat of cloaked or burrowed foes, hold your army near your Photon Cannons until you can get a Robotics Facility on one running.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Robotics Facility	NONE	Robotics Bay

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
[illegible]								

Life	Shields	Armor	Speed	Line of Sight	Size
40	20	0	1.88	11	1

[illegible]	Armored	Biological	[illegible]	Psionic	Massive	Structure

ROBOTICS FACILITY

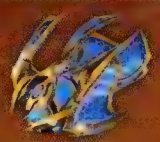
GRAVITIC BOOSTERS

Gravitic Boosters increase Observer movement speed significantly. Before the upgrade, they will lag behind your armies. After the upgrade, they can keep up with even your faster units, and can respond more quickly to mobile cloaked or burrowed threats. This is definitely an optional upgrade early in a match, but don't hesitate to pick it up in the midgame.

UPGRADES		COST			EFFECT
Upgrade	Requirements				
Gravitic Boosters		100	100	80	Increases Observer movement speed

WARP PRISM

Hot Key: A



COST:

[illegible] [illegible] [illegible] 2

The Warp Prism is a very powerful support aircraft, as it acts as both a transport and a mobile Pylon. This allows for the construction of advanced buildings or warping in Gateway units anywhere on the map.

When in Phasing Mode, the Warp Prism radiates a power field. Warp Gate units can be warped into this power field just like a normal Pylon field, and it can be used to power buildings that have been shut down due to a loss of a nearby Pylon.

As double duty as transport and mobile Pylon makes it a useful addition to your army. With its speed upgrade, it can move Immortals or Colossus around the battlefield rapidly, as well as respond to threats or create offensive forces via Warp Gates.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Robotics Facility	NONE	Robotics Bay

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
[illegible]								

Life	Shields	Armor	Speed	Line of Sight	Size
100	100	0	2.50	10	2

Light	[illegible]	Biological	[illegible]	[illegible]	Massive	Structure

ROBOTICS FACILITY

PHASING MODE

Hot Key: E

Cost	Range
0	0

While in Phasing Mode, Warp Prisms project an area of Pylon power that can be used to power Protoss buildings, allow a Probe to create structures, or Warp In units from your Warp Gates.

Remember that with a single Probe on board, a Warp Prism allows you to create expansions anywhere on a map, including at island sites. It also lets you build Photon Cannons before your Pylons finish building!

The Warp Prism's area of power isn't quite as large as that of a regular Pylon. Be aware of this when trying to Warp In units or power structures.

UPGRADES		COST			EFFECT
Upgrade	Requirements				
Gravitic Drive		100	100	80	Increases Warp Prism movement speed

GRAVITIC DRIVE

This upgrade greatly increases the Warp Prism's movement speed. If you find yourself using Warp Prisms heavily either for transport or for warping, be sure to pick up this upgrade. It increases their survivability and responsiveness.

IMMORTAL

Hot Key: I

COST:

275 100 0 4

The Immortal is an immensely powerful ground unit, with powerful Phase Disrupters that devastate Armored targets and structures.

An Immortal's Hardened Shields provide resistance from any high damage attack, making them ideal for facing opposing Immortals, Siege Tanks, or Thors. Few Zerg units deal high individual damage for their Shields to be a significant benefit, but they are still strong against Baneling blasts or Ultralisks.

Immortals are weak for dealing with massed enemy Armored units. If your opponent has a [illegible] number of their army composed of Zealots, Stalkers, or Colossi, your Immortals can punch a hole in their army with little difficulty.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Robotics Facility	NONE	NONE

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
[illegible]	20.0 (+2.0)	1	1.45	6	Ground	Armored: 30.0 (+3.0)	13.79 (+1.38)	34.48 (+3.45)

Life	Shields	Armor	Speed	Line of Sight	Size
200	100	1	2.25	9	2

Light	[illegible]	Biological	[illegible]	Psionic	Massive	Structure

ROBOTICS FACILITY

IN THE FRONT

Immortals are ideal for leading the assault on heavily defended positions. Even a small number can quickly reduce enemy structures to rubble (or organic sludge, in the case of the Zerg).

WEAKNESSES

Immortals are weakest against masses of smaller units. Zerglings, Swarm Hosts, Marines, Reapers, or even Zealots can all surround and destroy the large Immortal, or overwhelm them with low damage that bypasses their Hardened Shields.

Given their cost and build time, it is painfully expensive to constantly replace Immortal losses on the battlefield. Be sure to accompany them with your army and protect them.

HARDENED SHIELDS

Cost	Range
0	0

Hardened Shields reduce any damage above 10, down to 10. This benefit requires that the Immortal has remaining Shield strength to function. Once the Shields are depleted, the damage reduction no longer takes place.

Pay attention to the composition of your opponent's army (or the expected composition) before you field Immortals in any significant numbers.

Though this damage reduction helps against units that deal any damage above 10, it is most useful against units that deal a *lot* more than 10 damage.

Hardened Shields also essentially ignore the effects of upgrades on enemy unit damage against Immortals.

DAMAGE REDUCTION

Terran	Protoss	Zerg
Marauder	Stalker	Roach
Siege Tank	Dark Templar	Baneling
Thor	Archon	Hydralisk
Viking	Immortal	Swarm Host
Banshee	Colossus	Ultralisk
Hellbat	Photon Cannon	Brood Lord
N/A	Tempest	Spine Crawler

COLOSSUS

Hot Key: C

COST:

300 300 70 6

The Colossus is an extremely powerful anti-ground walker, with a scything beam of energy that deals heavy area of effect damage in a straight line.

Several Colossi in a group can devastate a competent ground army in seconds. The Colossus is [illegible] and it can walk up and down cliff edges easily, allowing it to escape from ground pursuit, or strike against enemy workers from an inaccessible position. Unfortunately, this height also allows it to be attacked by air units, which it cannot defend itself against.

The Colossus becomes increasingly dangerous as more are grouped together. One is a serious threat early in the game, two can be lethal, and three or more will vaporize almost any ground army in seconds.

The Colossus is the only other unit in the game besides the Terran Reaper with cliffwalking ability. It also has an additional advantage—its tall legs allow it to actually walk *over* ground units! Make use of this mobility in battle to reach a nearby ledge and fire down at hostile units. Your Colossus cannot be blocked by normal sized ground units.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Robotics Facility	Robotics Bay	Robotics Bay

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
[illegible]	15.0 (+2.0)	2	1.65	6	Ground		18.18 (+2.42)	

Life	Shields	Armor	Speed	Line of Sight	Size
200	150	1	2.25	10	2

Light	[illegible]	Biological	[illegible]	Psionic	[illegible]	Structure

ROBOTICS FACILITY

AREA OF EFFECT

The Colossus deals its area of effect damage by firing its twin Thermal Lances in the direction the Colossus faces. When the lances hit, they project damage out to a range of 1.25 to the left and right of the point of impact (so a range 2.5 long in total).

This makes the Colossus *more* effective against smaller targets, where it can strike more per shot. It is also more effective against targets with lower maximum Life levels, as they cannot stand up to the continuous area of effect damage.

CLIFF WALK

Cost	Range
0	0

UPGRADES	COST			EFFECT
[illegible]	[illegible]			
Extended Thermal Lance	200	200	140	Increases Colossus weapon range

EXTENDED THERMAL LANCE

The range upgrade for the Colossus increases its range to 'siege range.' That is, outside the range at which fixed defenses can respond to its attacks. This can force an enemy to respond to a push containing upgraded Colossus in the same way that the Terran Siege Tank can strike from beyond the range of fixed defenses

The extended range also makes the Colossi even more dangerous on maps where it can make use of ledges to strike the opponent's army while avoiding retaliation from enemy ranged units that can't quite reach it.

PHOENIX

Hot Key: X

COST:

100 | 100 | 45 | 2

The Phoenix is a pure anti-air spacecraft, and the fastest unit in the game. Its high speed makes the Phoenix an excellent scout, in addition to its role of air superiority.

The Phoenix's Graviton Beam can lift a *non-Massive* targeted ground unit into the sky to be picked apart by its brethren in the air. This is excellent for disabling high value, high power ground targets such as Siege Tanks, Immortals, Ghosts, High Templar, or Infestors. The Phoenix is also a threat to the Zerg Queen. You can slow a Zerg's economy by lifting and killing the Queen with a pack of Phoenix.

Phoenix should be used primarily to stop an opponent from massing Light air units, and a large group of Hunt can be used to support your army by making good use of Graviton Beam.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Stargate	NONE	Fleet Beacon

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
	5.0 (+1.0)	2	1.10	5	Air	Light:5.0	9.09 (+1.82)	18.18

Life	Shields	Armor	Speed	Line of Sight	Size
120	60	0	4.25	10	2

[illegible]	Armored	Biological	[illegible]	Psionic	Massive	Structure

STARGATE

PICKING TARGETS

You can use the Phoenix to pick off enemy workers. Although, this is an expensive option in terms of energy costs, and it is usually better to go for disabling dangerous enemy units in battle once your opponent's air force has been neutralized. The Phoenix is a poor choice for dealing with non-Light air units, as its relatively weak double attack is ineffective against targets with good armor.

ANION PULSE-CRYSTALS

This new upgrade for the Phoenix increases their range by 2, giving them an even greater advantage with their high speed. You can perform vicious hit-and-run raids with groups of Phoenix even more easily after researching this upgrade.

UPGRADES		COST			EFFECT
Upgrade	Requirement				
Anion Pulse-Crystals		150	150	90	increases Phoenix range by 2

GRAVITON BEAM

Hot Key: C

Cost	Range
50	4

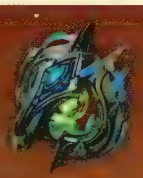
The Phoenix Graviton Beam can lift any non-Massive unit from the ground, completely disabling it for several seconds.

The Phoenix that is using the beam cannot attack its target, but any *other* Phoenix in the area certainly can. If used in an army battle, all of your anti-air units can target the suspended unit as well.

Make good use of Graviton Beam when you have few Phoenix by lifting enemy casters first. With larger numbers of Phoenix, lift as many dangerous targets as possible.

ORACLE

Hot Key: E



COST:

100 | 100 | 60 | 3

A powerful new aerial caster for the Protoss, the Oracle fills a harassment and support role in the Protoss army.

The Oracle has no attack at all by default. It can only attack by triggering its Pulsar Beam ability. However, when activated, the Oracle can deal impressive damage in a short span of time to Light ground targets, making it ideal for hit-and-run raids on worker lines. The Oracle's other two abilities, Revelation and Envision, are useful for intelligence gathering and army support, respectively.

The Oracle has good movement speed, and it is [illegible] after building a Stargate with all abilities unlocked. Other than a fairly hefty resource cost, it can be fielded relatively quickly.

The Oracle does not have impressive defenses. It is best used for raids on [illegible] as part of your larger army.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Stargate	NONE	NONE

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
[illegible]	15	1	0.86	4	Ground	Light: 10	17.44	29.06

Life	Shields	Armor	Speed	Line of Sight	Size
100	60	0	3.38	10	2

[illegible]	Armored	Biological	[illegible]		Massive	Structure

STARGATE

REVELATION

Cost	Range
75	9

Revelation grants you vision to all enemy targets hit in the area of effect for 60 seconds. This effect hits all enemy units and buildings in the area. Unless your opponent is willing to move a good chunk of his army out of the fight, this guarantees you a solid minute of perfect intelligence on the position of his army.

Note that Revelation grants vision, but it does *not* have any effect on cloaked or burrowed targets—it is not a Detector ability.

ENVISION

Cost	Range
50	14

Finally, Envision gives the Protoss a desperately needed additional source of Detection. When activated, the Oracle becomes a Detector for 60 seconds.

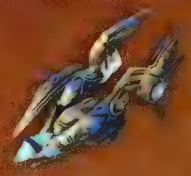
This is *extremely* useful, as it frees you from building a mandatory Robotics Facility for Observers—you will still want and need them eventually, but the Core allows you to pursue alternate teching strategies.

PULSAR BEAM

Cost	Range
25 then 1.4 energy per second	5

Pulsar Beam is an activated ability that triggers the Oracle's sole attack, an anti-ground *only* attack that deals bonus damage to Light targets. This attack drains Energy continuously while active.

VOID RAY



Hot Key: V

COST: 250 100 60 4

The Void Ray has seen major changes since its first appearance in *Wings of Liberty*. It is now a versatile anti-armored aerial unit, but it has lost its signature charging beam. It no longer deals bonus massive damage, nor does it have a speed upgrade.

The Void Ray now deals a static damage amount like most units, with a bonus against Armored targets. In addition, it has gained a new activated ability that further boosts this Armored damage against targets.

Void Rays remain a reasonably sturdy aerial unit. But because they have lost their speed upgrade, it is crucial that you choose your targets carefully. Swarms are quite cost and will beat them down and destroy them if you send them on an unsupported aerial raid.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Stargate	NONE	NONE

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
	7 0 (+1 0)	1	0.5	6	Air/ Ground	Armored 4 0	14.0 (+2 0)	22

Life	Shields	Armor	Speed	Line of Sight	Size
150	100	0	2 25	10	2

Light	Biological	Psionic	Massive	Structure

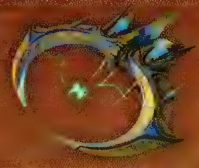
STARGATE

PRISMATIC ALIGNMENT
Hot Key: E

Cost	Range
60s cooldown	0

Prismatic Alignment grants a damage boost against Armored targets for 20 seconds, with a 60 second cooldown (Void Rays do *not* have or use energy). Save this ability for tackling hard targets, particularly if you are focus firing with a pack of Void Rays.

TEMPEST



Hot Key: T

COST: 300 200 60 4

A new type of capital class spacecraft, joining the mighty Carrier as a new airborne weapon for the Protoss. The Tempest is a powerful new aerial siege craft. It is armed with a potent high damage attack that has incredibly long range, perfect for base busting and long range army destruction.

The Tempest occupies the same slot as the Carrier. As it has a very similar cost, building up a large army with either (or both) tends to be extremely resource intensive.

The Tempest has identical Life, armor, shielding, and movement speed to the Carrier. But where the Carrier stays put, shoot and let its interceptors do the dirty work, the Tempest can attack from ultra-long range, as long as you have any unit scouting (or an Oracle's Revelation providing line of sight).

The Tempest's attack is very high damage. It can be used to bust through base defenses, quickly generate defensive cords, or mow the enemy army targets at once.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Stargate	Fleet Beacon	NONE

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
	30.0 (+3.0)	1	3 30	15	Air/ Ground	Massive: 50	9.09 (+0 91)	24.24

Life	Shields	Armor	Speed	Line of Sight	Size
300	150	2	1 88	12	3

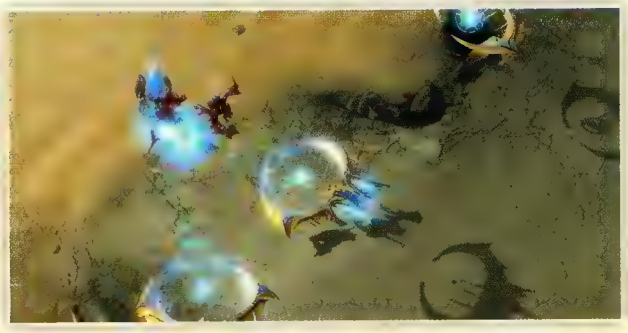
Light	Biological	Psionic	Structure

STARGATE

STRENGTHS

The Tempest deals *huge* bonus damage to Massive aerial targets. It is ideal for countering late game Massive aerial units, but note that it does not gain this damage boost against ground based targets.

Tempests have the advantage of build time over Carriers—they can be built twice as fast. Amassing a group of them can be done significantly more quickly, and replacing their losses (resources permitting) can be done relatively quickly with Chrono Boost.



CARRIER

Hot Key: C

COST:

The awesome Carrier is a capital class spacecraft, capable of staging bases or providing aerial cover for armies. Carriers do not attack directly, but instead launch waves of lethal Interceptors to attack targets continuously. Carriers launch with 4 Interceptors, and can be equipped with up to 8.

Carrier Interceptors will launch from a range of 8. But once targeted, the parent Carrier will then move anywhere within a range of 12, and the Interceptors will continue to attack their target.

This makes Carriers extremely dangerous for base siege operations. Even a few can cover the enemy base in a cloud of Interceptors, while remaining safely out of range of enemy anti-air units.

Carriers tend to be immediately focus fired by enemy units once they are located. As ships are slow to move, expensive and slow to produce. It is important that you make use of their maximum range to deal damage. Protect them from ground troops by keeping them hovering over inaccessible terrain while Interceptors do their work.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Stargate	Fleet Beacon	Fleet Beacon

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
	5.0 (+1 0)	2	1 00	8	Air/ Ground		10.00 (+2 00)	

Life	Shields	Armor	Speed	Line of Sight	Size
300	150	2	1 88	12	

Light	Biological	Psionic	Structure

STARGATE

UPGRADES	COST			EFFECT
Graviton Catapult	150	150	80	Carriers launch Interceptors more quickly

GRAVITON CATAPULT

The Graviton Catapult upgrade increases the speed at which Carriers launch their Interceptor force. Normally, a Carrier takes 0.5 seconds per Interceptor to launch, meaning they take 4 seconds to ramp up their damage output with a full load of Interceptors.

With this upgrade, the launch times are shortened to 0.125 each for the first four Interceptors, and 0.25 each for the last four. This means that 4 Interceptors hit the field in half a second. The same speed as it took one to launch before the upgrade! The last 4 launch in a single second. This means the entire Interceptor force is on the field in 1.5 seconds.

INTERCEPTORS

Interceptors cost 25 minerals and 8 Seconds to produce. They have 40 Life and 40 Shields, a speed of 5.6 for attack, and are Light and Mechanical.

TRAIN INTERCEPTOR

Hot Key:

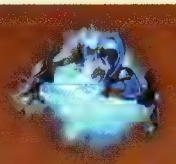
Cost	Range
25 minerals, 8s	2

Using this ability adds a single Interceptor to the Carrier's internal build queue. Up to 8 Interceptors can be held. This ability can be turned on autocast to automatically rebuild Interceptors lost in battle

If your economy can support it (and if it can't, you shouldn't be building Carriers!), you should always have this ability on autocast.

ARCHON

Hot Key: C



COST:

Formed by combining any two High or Dark Templars, or one High and one Dark Templar, the Archon is a powerful psionic entity.

A manifestation of Protoss fury on the battlefield, the Archon teems and with powerful Psionic Shockwaves that can strike air or ground units, deal splash damage, and deal bonus damage to Biological units. Consequently, the Archon is one of the best units that the Protoss army can field against the Zerg—their entire army and their forces are Biological!

While the Archon is quite useful against Terran infantry, it is exceedingly vulnerable to EMP. It should almost never be used if Ghosts are prevalent on the field.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Dark or High Templar	NONE	NONE

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
	25.0 (+3.0)	1	1.75	3	Air/ Ground	Bio-logical:10.0 (+1.0)	14.29 (+1.71)	20 (+2.28)

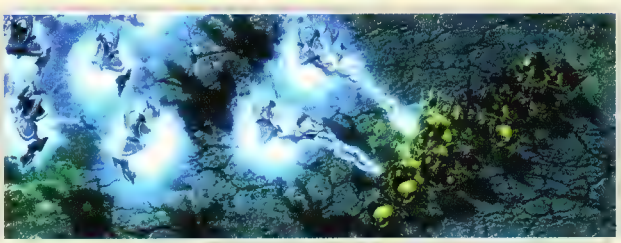
Life	Shields	Armor	Speed	Line of Sight	Size
10	350	0	2 81	9	4

Light	Armored	Biological	Mechanical	Structure

SPECIAL

VS. PROTOSS

Against the Protoss army, the Archon is somewhat less useful unless your opponent is fielding large numbers of Zealots or Dark Templar. Archons have very powerful shields and next to no Life. Whenever possible, remove partially damaged Archons from a battle and let them regenerate their shields.



MOTHERSHIP CORE

Hot Key: M

COST:

100 100 50 2

The Mothership Core is a *very* important new unit for the Protoss. A precursor form of the Mothership, this new Core can be constructed early in the game, giving you a new tool to aid the Protoss early game.

The Mothership Core can be built immediately after your Cybernetics Core, and must be built from your Nexus. So you need to decide when to delay Probe growth to field it. Given its power and utility, you want one on the field as soon as possible.

Like the Mothership, you can only control a single Mothership Core. After the construction of the Fleet Beacon, you can upgrade it to the full Mothership as you see fit.

The Mothership Core is extremely useful for maintaining map control during ground battles, keeping your troops—and your army in the event the Core is a threatening ground unit. Its abilities are also powerful in cases for a full or active Mothership in a battle.

The Core also adds on a new early game source of [illegible]. Ad units that Protoss units comparatively weak in *Wings of Liberty* is now shored up with the addition of the Oracle, Revelation, and the Mothership Core.

BUILT FROM: Nexus

BUILD REQUIREMENTS: Cybernetics Core

UPGRADES: Fleet Beacon

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
[illegible]	8.0 (+1 0)	1	0.85	5	Ground		9 41 (+1.18)	

Life	Shields	Armor	Speed	Line of Sight	Size
130	60	1	1 88	14	

Light	[illegible]	Biological	[illegible]	Massive	Structure

NEXUS

PHOTON OVERCHARGE

Effect: Energizes a

Cost	Range
100	10

Photon Overcharge energizes a Nexus' Khaydarin Crystal, giving it a powerful ranged attack that can strike air or ground units. This is an extremely useful ability for aiding in defense against worker raids.

The Overcharge attack also has long range. It can often strike at any enemy units hitting an expansion or compact base, not just the worker line.

Photon Overcharge is expensive to cast at 100 energy. If you suspect you may need this ability, be sure to keep enough energy in reserve.

MASS RECALL

Hot Key: [illegible]

Effect: Teleports Mothership Core and all

Cost	Range
100	500

Mass Recall is an amazingly powerful utility spell that teleports the Mothership Core and *all* friendly nearby units to a targeted Nexus. Mass Recall has a slight delay as it triggers, and then a longer delay as the units warp back in around the targeted Nexus.

This gives you the ability to instantly abort an assault as you see fit, whether because the fight has gone poorly, because you need to suddenly defend against a raid, or simply as a powerful mobility tool. There's nothing stopping you from building a Nexus in the mid or late game as an 'anchor' to teleport your entire army across the map!

This ability is so strong that it gives the Protoss as a whole the ability to play more aggressively in the early game. You can recall as needed, giving you increased power projection across the map.

TIME WARP

Effect: Creates a 50%

Cost	Range
75	9

Time Warp creates a bubble of slowed time, causing enemy units that step within it to move at 50% speed. The field lasts for 30 seconds and occupies a decent area. You can use it to cause serious problems for a large enemy ground force if you have a solid ranged army behind the fields.

Time Warp can also be used to turn what should have been a fast raid into a total loss for your opponent. Quickly move an Oracle into position and tag the raiders, or the exit from your base, with the time-slowing bubble.

MOTHERSHIP

Hot Key: U

COST:

300 300 100 8

The Protoss Mothership is a unique and powerful spacecraft. Only one Mothership may be built at any time. Once you have constructed a Fleet Beacon, it can be built by upgrading your Mothership Core.

The Mothership is the slowest and most expensive unit in the game. It is also one of the most technically powerful, with a huge Life and shield total, inherent armor, and a strong attack against air or ground units. The Mothership is a dangerous unit on its own. But its true power is its ability to permanently cloak all friendly units or structures near it, ground or air.

If your opponent does not have enough Detectors and cannot take down the Mothership when you make a push with it, they cannot stop your invisible army from destroying their army and their base.

The Mothership can deal [illegible] damage to a base with a stationary [illegible], but if you push with it left unescorted,

BUILT FROM: Nexus

BUILD REQUIREMENTS: Fleet Beacon, No Mothership Present

UPGRADES: NONE

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
[illegible]	6 (1)	6	2 21	7	Air/ Ground		16.29 (2.71)	

Life	Shields	Armor	Speed	Line of Sight	Size
350	350	2	1 41	14	

Light	[illegible]	Biological	[illegible]	Structure

SPECIAL

CLOAKING FIELD

Cost	Range
0	7

The Mothership's Cloaking Field permanently cloaks all friendly units and buildings with a radius of 5. The Mothership itself is *not* cloaked.

TIME WARP

Effect: [illegible]

Cost	Range
75	9

Time Warp creates a bubble of slowed time, causing enemy units that step within it to move at 50% speed. The field lasts for 30 seconds and occupies a decent area. You can use it to cause serious problems for a large enemy ground force if you have a solid ranged army behind the fields.

MASS RECALL

Hot Key: R

Cost	Range
100	500

Identical to the Mothership Core's ability, Mass Recall instantly teleports all nearby friendly units to a target Nexus.

PROTOSS BUILDINGS

Protoss structures are unique in that they are warped onto the battlefield by a Probe anywhere inside a friendly Pylon power field.

Other than their method of creation, Protoss structures are considerably less complex than Terran structures. They have no special abilities outside the Nexus and Warp Gate, and no modular upgrades of any kind.

PROTOSS BUILDING SHIELDS

BUILDING TYPES

MILITARY STRUCTURES

PROTOSS MILITARY STRUCTURES

NEXUS

Hot Key: N

COST:

400 | N/A | 100

Life	Armor	Shields
1000	1	1000

The Nexus is the Basic Protoss base structure, responsible for producing Protoss and harvesting minerals and gas. The Nexus also acts as the construction facility for the Protoss Mothership Core.

The Protoss Nexus immediately has access to Chrono Boost, the Protoss race's economic and military booster ability. Note that unlike other caster units in the game, the Nexus is created with no initial Energy. Early in the game, you must often decide between using Chrono Boost to speed up the production of more Probes, or to speed up the production of military units or key research.

However, Chrono Boost grows more powerful the more Nexus core structures you have on the field. And more powerful again once your economy has been built up and you have no more need for speeding worker production. With more Energy available and less targets that need the Energy, you are free to focus Chrono Boost exclusively on speeding up your military production and research.

BUILD REQUIREMENTS:

NONE

BUILDING PRODUCTION		COST			
Unit	Requirement				
Probe		50		1	17
Mothership Core	Cybernetics Core	100	100	2	30

BASIC

BUILDING ABILITIES

Chrono Boost

Cost	Range	Effect
25 energy	Unlimited	Target structure builds or researches 50% faster for 20 seconds

CYBERNETICS CORE

Hot Key: Y

COST:

100 | N/A | 50

Life	Armor	Shields
550	1	550

The Cybernetics Core is a critical technology building. It unlocks the ability to create structures from any of the three branches of the Protoss tech tree, as well as unlocks the Stalker and Sentry at the Gateway, and the Mothership Core at the Nexus. The Cybernetics Core also allows the research of weapon and armor upgrades for your air forces.

You should always create a Cybernetics Core early in any build, both to unlock access to your higher tech structures and to quickly acquire Warp Gate research. Warp Gate tech should be researched immediately after a Cybernetics Core is created, and your Gateways transformed as soon as possible to accelerate your ground army production rate (as well as the ability to Warp In units at forward Pylons closer to your opponent).

BUILD REQUIREMENTS:

Gateway

BASIC

BUILDING UPGRADES		COST			EFFECT
Upgrade	Requirement				
Warp Gate Research		50	50	160	Grants Gateways the Warp Gate upgrade
Protoss Air Weapons Level 1		100	100	160	Upgrades air unit weapons
Protoss Air Weapons Level 2	Fleet Beacon	175	175	190	Upgrades air unit weapons
Protoss Air Weapons Level 3	Fleet Beacon	250	250	220	Upgrades air unit weapons
Protoss Air Armor Level 1		150	150	160	Upgrades air unit armor
Protoss Air Armor Level 2	Fleet Beacon	225	225	190	Upgrades air unit armor
Protoss Air Armor Level 3	Fleet Beacon	300	300	220	Upgrades air unit armor

ASSIMILATOR

Hot Key: A

COST:

75 | N/A | 30

Life	Armor	Shields
450	1	450

The Protoss Assimilator must be sold over a Vespene geyser, and allows the collection of gas by Probes.

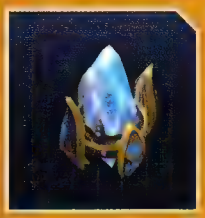
The Assimilator has more total Life than either the Spirits or Zerg extractors, rendering it a slightly stronger structure against gas raids. Because the Protoss army is so expensive in terms of gas cost per unit, this is a helpful perk.

BUILD REQUIREMENTS:

NONE

BASIC

PYLON



Life	Armor	Shields
200	1	200

Protoss Pylons serve as both the Supply increasing structure for the Protoss and as a source of power for their buildings. Pylons radiate a power field that powers other Protoss buildings and allows for the warping in of new Protoss structures and units from the Warp Gate. Protoss buildings *must* be powered by Pylon power, or they cease functioning (the only exceptions being the Nexus and the Assimilator).

BUILD REQUIREMENTS:

NONE

Remember that placing Pylons out on the map towards your opponent's base opens up the ability to Warp in units from your Warp Gates and get them to your opponent's base much faster than you would be able to normally.

Note that Pylon power no longer radiates 'up' terrain levels. You cannot place a Pylon below an opponent's main base cliff and warp units directly into their base.

BASIC

FORGE

Life	Armor	Shields
400	1	400

The Forge allows the research of Protoss ground unit weapon, armor, and shield upgrades, as well as unlocks the ability to construct Photon Cannons.

Multiple Forges should be used to more quickly research ground upgrades if you are focusing on a ground army, or if you want to upgrade Shields for all of your units and structures simultaneously.

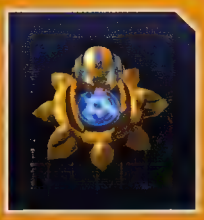
BUILD REQUIREMENTS:

Building a Forge first and expanding is a very viable strategy on any of the larger maps that have an easily defensible natural expansion.

BASIC

BUILDING UPGRADES		COST			EFFECT
Protoss Ground Weapons Level 1		100	100	160	Upgrades ground unit weapons
Protoss Ground Weapons Level 2	Twilight Council	150	150	190	Upgrades ground unit weapons
Protoss Ground Weapons Level 3	Twilight Council	200	200	220	Upgrades ground unit weapons
Protoss Ground Armor Level 1		100	100	160	Upgrades ground unit armor
Protoss Ground Armor Level 2	Twilight Council	150	150	190	Upgrades ground unit armor
Protoss Ground Armor Level 3	Twilight Council	200	200	220	Upgrades ground unit armor
Protoss Shields Level 1		150	150	160	Upgrades all Shields
Protoss Shields Level 2	Twilight Council	225	225	190	Upgrades all Shields
Protoss Shields Level 3	Twilight Council	300	300	220	Upgrades all Shields

PHOTON CANNON

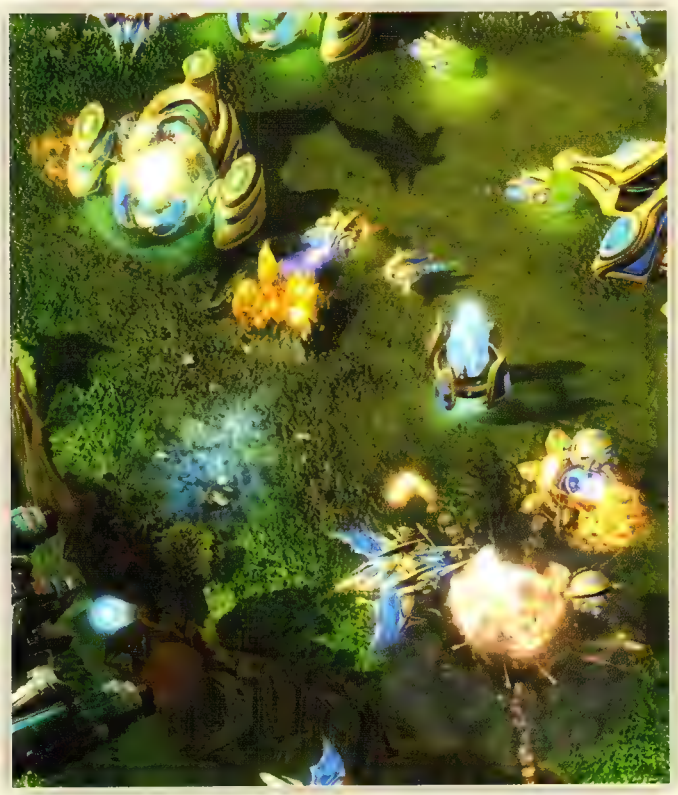


Life	Armor	Shields
150	1	150

BUILD REQUIREMENTS:

BUILDING ABILITIES

Cost	Range	Effect
Passive	0	Can detect Cloaked, Burrowed, and Hallucinated units



GATEWAY

Life	Armor	Shields
500	1	500

BUILD REQUIREMENTS:

BUILDING PRODUCTION

		COST			
	Zealot		100		2	38
	Sentry	Cybernetics Core	50	100	2	37
	Stalker	Cybernetics Core	125	50	2	42
	High Templar	Templar Archives	50	150	2	55
	Dark Templar	Dark Shrine	125	125	2	55

BUILDING UPGRADES

		COST		
	Upgrade To Warp Gate	Cybernetics Core research		Upgrades Gateway to Warp Gate

TWILIGHT COUNCIL

Life	Armor	Shields
500	1	500

BUILD REQUIREMENTS:

MILITARY

BUILDING UPGRADES		COST			EFFECT
	Charge	200	200	140	Grants Zealot Charge ability and increases movement speed
	Blink	150	150	170	Grants Stalkers Blink ability

DARK SHRINE

Life	Armor	Shields
500	1	500

BUILD REQUIREMENTS:

MILITARY

TEMPLAR ARCHIVES

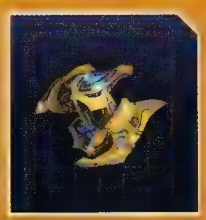
Life	Armor	Shields
500	1	500

BUILD REQUIREMENTS:

MILITARY

BUILDING UPGRADES		COST			EFFECT
	Psionic Storm	200	200	110	Grants High Templar Psionic Storm ability

STARGATE



Life	Armor	Shields
600	1	600

BUILD REQUIREMENTS:

BUILDING PRODUCTION		COST			
	Phoenix		150	100	2	35
	Void Ray		250	150	4	60
	Carrier	Fleet Beacon	350	250	6	120
	Oracle		150	150	3	50
	Tempest	Fleet Beacon	300	200	4	60

MILITARY

FLEET BEACON

Life	Armor	Shields
500	1	500

BUILD REQUIREMENTS:

MILITARY

ROBOTICS BAY

Life	Armor	Shields
500	1	500

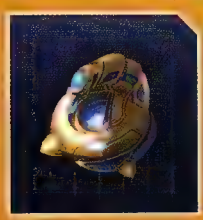
BUILD REQUIREMENTS:

MILITARY

BUILDING UPGRADES	COST			EFFECT
Anion Pulse Crystals	150	150	90	Increases Phoenix range by 2
Graviton Catapult	150	150	80	Carriers launch Interceptors more quickly

BUILDING UPGRADES	COST			EFFECT
Gravitic Boosters100	100	100	80	Increases Observer movement speed
Gravitic Drive100	100	100	80	Increases Warp Prism movement speed
Extended Thermal Lance200	200	200	140	Increases Colossus weapon range

ROBOTICS FACILITY



Life	Armor	Shields
450	1	450

BUILD REQUIREMENTS:

BUILDING PRODUCTION		COST			
Observer		25	75	1	30
Warp Prism		200		2	50
Immortal		250	100	4	55
Colossus	Robotics Bay	300	200	6	75

MILITARY

ZERG ARMY

The Zerg army isn't an army at all, but a ravenous, numberless, ferocious biological terror.

The vast hordes of the Zerg Swarm are a terrible threat to the Terran and Protoss forces. Zerg 'armies' consist of large groups of few unit types. Effective Zerg swarms consist of large groups of complementary units, controlled well in battle.

Because the Zerg can produce any type of unit from any of their Hatcheries, Zerg can afford to lose units in an uneven battle, and then produce a new mix of units that effectively counters whatever troops their opponent is fielding.

The Zerg are the focus of the campaign storyline in the *Heart of the Swarm* expansion. But this does not mean that they have received more or less attention than the other races in multiplayer!

ZERG ADVANTAGES

Zerg are the most straightforward of all three races. They have no complex building system like the Terran, their low tier units have fewer activated abilities than either Terran or Protoss.

As a result, it is easy to utilize their strengths in battle: Large armies with many expendable troops that are relatively easy to control. Lose some troops to the wrong enemy force? No problem. Make the right force back at home immediately.

The addition of the Viper and Swarm Host (both relatively micro intensive units) has added some additional complexity to Zerg armies. But you should have the mental space for their use, given the general ease of Zerg control compared to Terran or Protoss!

Unit Production

Unlike the Terran or Protoss, who create their units from military structures, almost all Zerg units are produced from Larvae spawned at their Hatcheries. As a result, Zerg can instantly shift their production to create any unit available to them—always building a new mix of units best suited to exploit any weakness in an opposing army.

This also allows Zerg to dump floating cash after (or during!) a battle into a new army *extremely* quickly. That army will be generated simultaneously, in one giant flood, where Terran or Protoss must wait for their units to rebuild one by one.

After a battle where both players take heavy losses, Zerg can have a new swarm on the field and en route to an enemy base to finish the fight with frightening speed. The Zerg can also respond to a raid (or even a direct army offensive) against *any* of their bases by quickly building units in response. And not just any units, but the exact units needed to counter whatever enemy forces are attacking.

The Queen

The Zerg Queen acts as the economic booster unit, as well as a very useful early game defensive unit.

With constant usage of Spawn Larva, the Queens can keep the Zerg Larva count high enough on all of their Hatcheries that they can rebuild instantly from any serious losses suffered in combat. Resources become the constraining factor for the Zerg military, rather than production capacity.

Controlling your early game Queens well can help fend off any early rushes before the Zerg military is fully established. After that point, the ability to create a new military force from any base allows you to respond to raids with instant force.

Creep

Zerg Creep is the organic mass spread by Hatcheries, Creep Tumors, Nydus Worms, and Overlords across the ground. Terran and Protoss players cannot build structures on it (though Zerg buildings *must* be placed on Creep).

In addition, most Zerg ground forces receive a 30% speed boost while moving on Creep, greatly aiding their ability to respond to a hostile force in their bases.

The Queen's Creep Tumor ability allows Creep to spread outside of Zerg bases, as does the Overlord's Generate Creep ability.

Between the vision and speed benefits, by the midgame no army can enter Zerg territory without being spotted, and then having a sped-up army en route to intercept.

Burrow

All Zerg ground units can Burrow once the technology has been researched at any Hatchery. Burrow allows you to spread cheap Zergling scouts all over the map, to hide Queens or Drones from enemy raids, and to hide your army from an enemy offensive force that lacks a mobile Detector.

Two units, the Roach and the Infestor, can actually move while burrowed. This allows them to harass or destroy enemy forces or bases lacking detection.

Target your opponent's mobile Detectors while in battle and they will have a difficult time destroying your army when you can always Burrow to wait for reinforcements!

Burrow can also be used to spring nasty ambushes on your enemy's army. Burrowed Banelings can detonate under an enemy force, and burrowed Zerglings can instantly get into melee with your opponent's forces if they do not spot the burrowed units.

Hide your Baneling/Zergling force ahead of your army, bait your opponent into following, and then detonate the Banelings and spring the Zerglings to devour the tasty casters and rear line units when his army engages.

Swarm Hosts are a new form of burrowed nightmare for your opponents—they fight by constantly spawning pairs of vicious Locusts *while* they are burrowed.

Regen

While minimal, Zerg units and structures automatically regenerate about 16 Life per minute. If you pull back from a fight or suffer light damage on defense, your units will be at least partially restored before you engage in battle again, and structures will recover from light raids.

Mutalisks have gained new regenerative powers, increasing their ability to effectively perform their signature hit and run aerial raids.

Broodlings

One interesting quirk of Zerg 'architecture' is its biological nature. When a Zerg structure is destroyed, swarms of angry Broodlings spawn and attack any hostile ground units in the area.

Your Hatchery will create 9 Broodlings, while most other structures will create 6. Spine and Spore Crawlers, Extractors, and Nydus Worms do not spawn Broodlings when destroyed. Broodlings won't stop a serious assault, but they can help in a very close battle. These Broodlings are identical in strength and duration to those spawned by a Brood Lord's attack.

Early Siege Breaking

While Zerg lack the ability to wall-in early in the game, they do have the benefit of the earliest unit that can easily *break* a wall-in.

The Baneling deals a massive 80 damage to structures. Even a few can break a hole in an opponent's wall-in (not to mention dealing heavy damage to any clumped Light troops in the area). Ground melee damage upgrades also grant Banelings an additional +5 damage to their structural damage, on top of boosting their explosion damage against troops.

Make use of this perk by breaking into an expansion or main base that your opponent thinks is safely protected. Then send a force of expendable speed upgraded Zerglings through the gap to hit his worker line.

Recon

Zerg have arguably the best reconnaissance ability in the game, lacking only the Terran ability to instantly scan an area of the map.

Between Overlords, Creep Tumor, Burrow, Overseers, and the Changeling, it is very easy for Zerg to spread a network of vision all over the map without any significant tech investment. This creates instant alerts to any enemy army movement, allowing you to respond quickly with your production advantage to any enemy army technology.

Nydus Network

Zerg also have access to one of the easiest transport abilities of any race. Zerg can create a Nydus Network in any base on Creep, and then create Nydus Worms from that single Network anywhere on the map where you have vision. This can be used to move armies between bases in response to attacks, to recall an army from the field for defense, or to attack an enemy from behind their base's chokepoint.

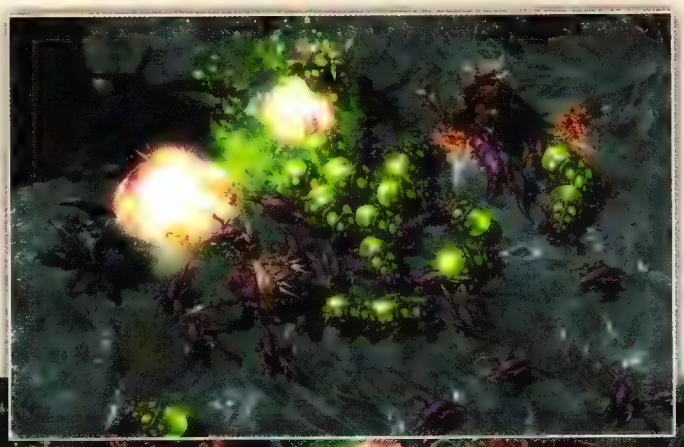
Be wary of using the Nydus Network to directly attack an alert enemy base. The delay in transit can prove fatal for a raiding force split in half. But as a general method of moving units around, your network is highly effective.

Simplicity

Zerg unit production is the easiest of all three races—put your Hatcheries on one hotkey, rally them wherever you want, and you're done!

Any Hatchery can produce any unit you have access to, so you can immediately build any mix of units from a single hotkey. Compare this with the Terran who have three distinct military lines to manage, or the Protoss who must monitor Warp cooldowns, their other military structures, and Chrono Boost usage to maintain full speed unit production.

Zerg also benefit from simultaneous unit production. Terran and Protoss build queues will empty at different rates, so they must be constantly monitored to maintain peak military production. Zerg can 'store' production with Spawn Larva, and production time is not lost in the same way that it is when a build queue is idle for the Terran or Protoss. Literally the only maintenance you need to worry about to maintain your unit production is making use of Spawn Larva from the Queen every time it is available.



ZERG DISADVANTAGES

Queen Vulnerability

Continuing the trend of double-edged benefits, the Zerg Queen is a strength for the Zerg force, but she is also a vulnerable target for enemy raids. The Queen is slow to build and slow to move off Creep, and losing Queens will hamper your military and economic output considerably. Remember to use Burrow, and protect your Queens with fixed defenses if your opponent is targeting them with raids.

No Early Wall-Ins

The Zerg lack the ability to wall-in their base early in a match. This makes them more vulnerable to scouting and raiding by basic ground forces early in the game.

In the midgame, with proper Creep Tumor usage (or earlier, if you're willing to delay Spawn Larva, or make use of Generate Creep from an Overlord), you can create a wall of Spine or Spore Crawlers at a choke point.

Be sure to make use of your large armies to block choke points and ramps to your base. Your army itself can act as a living wall to prevent early scouting when you aren't on the offensive with your army.

Very early in the game, remember that you can use your first Zerglings alongside your Queen *and* your workers to fight off a rush. Hide the Queen in your workers and use her ranged attack to help defend while you run units away from enemy forces or surround them with Zerglings and workers.

Critical Structures

While Zerg military production is a strong benefit of the race, they are very vulnerable to base raids that hit their technology buildings. Losing a Spire means you cannot build any more air units until it is rebuilt. Losing a Greater Spire is even more painful, given the extended build time.

If your opponent can destroy the structure that has a crucial unit for countering his force, it can put you in a very difficult situation while you build a replacement. Don't hesitate to create 'backup' structures in the midgame at your other bases (or even in your main!) if you are concerned about your opponent hitting your key tech buildings.

Similarly, losing a Hatchery at an expansion due to a push is doubly painful for the Zerg. Not only do you lose the income, you also lose the additional military production. Remember to build additional Hatcheries in a defended base if you are concerned about the safety of your expansions.

Overlords

Overlords make great scouts, but if your opponent is aggressive about getting air units on the field, they can become a Supply liability. Be sure to place your largest Overlord group in a safe area of the map, as your army cannot always stop your opponent from hitting your Overlords. Having all of them floating undefended in one area (or even spread about the map) is a great way to end up painfully Supply capped.

While you can easily rebuild Overlords, this cuts into your military production. If you don't defend them well, your opponent will continue to pressure them.

Consider Overlords that you have out in the fields scouting as 'extras.' Be sure to slightly overbuild your Supply cap to compensate for losses if your opponent is actively taking down your Overlords in the field.

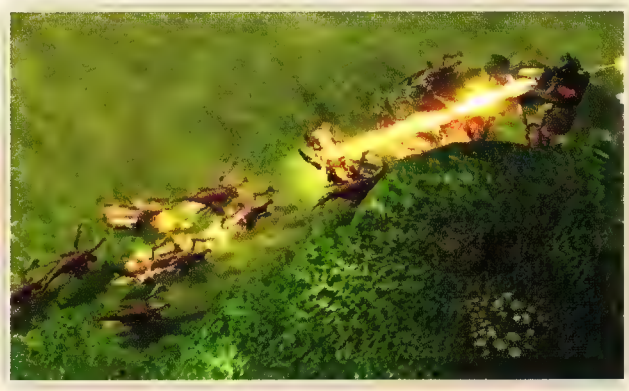
Area of Effect Damage

Because Zerg armies are large swarms of units, they are especially vulnerable to enemy area of effect damage. Terran Hellbats, Siege Tanks in Siege Mode, Widow Mines, and the Protoss Colossus, Archon, or Psionic Storm are all painful units to face with a large massed army.

When your opponent begins to field area of effect damage against you, be sure to prioritize the destruction of those units first. Taking a few losses to destroy them before a full battle begins is well worth it. The cost of the units lost in a suicide mission is almost always lower than the cost of your units being slaughtered from area of effect damage.

Make use of your superior recon to spot these threats early and eliminate them, either with suicidal speed upgraded Zerglings, a Mutalisk hit and run, or burrowed Baneling, Roach, or Infestor attacks. In a late game battle, Brood Lords or Ultralisks have the range or durability to dispatch the ground based area of effect threats (though neither can harm a Raven). Swarm Hosts can also be used to waste enemy attacks on expendable units while your other forces close to engage.

Opposing Zerg can present a similar though lesser threat with Banelings or Fungal Growth (or more rarely, the Ultralisk). Unlike the Terran or Protoss options, however, these are relatively limited—a Siege Tank or Colossus can continue to detonate or fry your army indefinitely.



ZERG UNIT ROLES

Zerg have several units that benefit from direct micro. Zerglings with speed are strong candidates for precise control against slower units. The Roach is designed for burrowing micro. Mutalisk groups are fast enough to hit and run, and can threaten air or ground targets. Swarm Hosts demand careful positioning.

Zerg Hydralisks are prime candidates for focus firing. Roaches and speed upgraded Zerglings can be effective as well, depending on the terrain during an engagement. All Zerg air units benefit from focus fire control, but especially the Mutalisk when raiding.

The Zerg mobile Detector is the Overseer, and their stationary Detector is the Spore Crawler. Fungal Growth works as a temporary Detector ability.

Banelings, Infestor Fungal Growth, and the Ultralisk are the Zerg sources of area of effect damage.

Zerg anti-air is provided by the Hydralisk, Mutalisk, Corruptor, Queen, and Spore Crawler. Infested Terrans, Fungal Growth, or clever Neural Parasite use can help in a tight situation.

Zerg siege breakers are the Baneling and Brood Lord. The Ultralisk also works as a sort of organic shield when breaking through a defensive position. Swarm Hosts and the Viper's Abduct ability can also be very helpful for defeating fixed defenses.

Zerg's air power is defined by the flexibility of the Mutalisk. Fast moving, dangerous in large numbers, and useable as anti-air or anti-ground, it is a strong threat to any opponent. The Corruptor provides the Zerg with a means of dealing with heavy enemy air units. The Brood Lord is most useful as a siege breaker, or to strengthen your ground army in a direct army battle.

Though not a direct combat unit, the new Viper caster provides some powerful support abilities for the Zerg army. Abduct allows you to pull single dangerous enemies into the reach of your army's fangs and talons. Blinding Cloud also allows your units to close the distance safely and shut down enemy ranged units with obscuring clouds.

ZERG UNIT TIERS

Unlike Terran or Protoss military structures, new Zerg units are unlocked by creating structures that enable specific units to be morphed from any Hatchery. These unit-enabling structures are 'gated' to the evolution of your Hatchery. Tier one units are available immediately, tier two requires a Lair, and tier three requires a Hive. Some upgrades are restricted to tiers two or three as well.

ZERG TIERS

Tier	Units Available
Hatchery	Zergling, Baneling, Roach, Queen, Overlord, Drone
Lair	Hydralisk, Mutalisk, Corruptor, Infestor, Swarm Host
Hive	Ultralisk, Brood Lord, Viper

ZERG GROUND UPGRADES

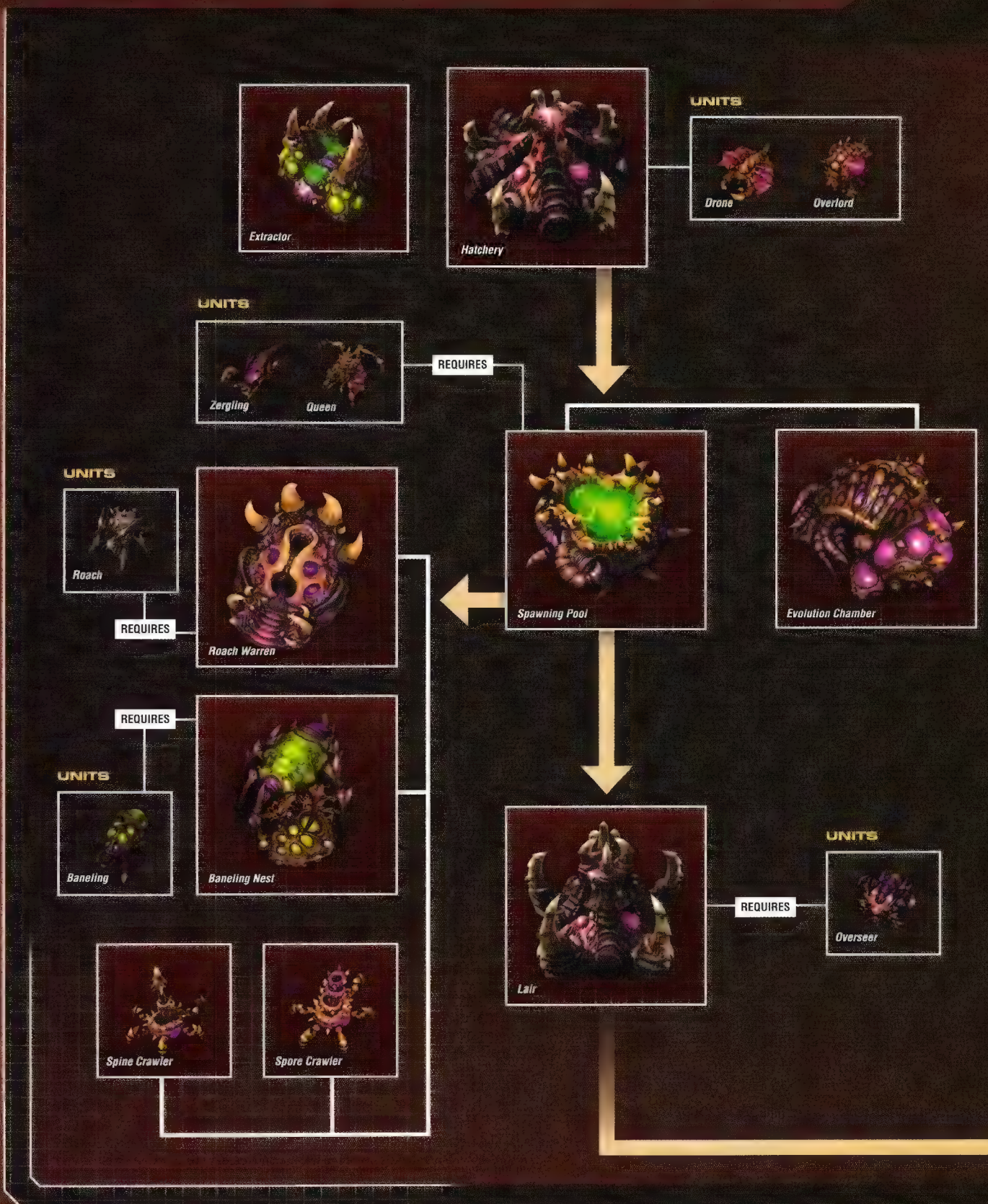
All Zerg ground upgrades are researched at the Evolution Chamber.

ZERG AIR UPGRADES

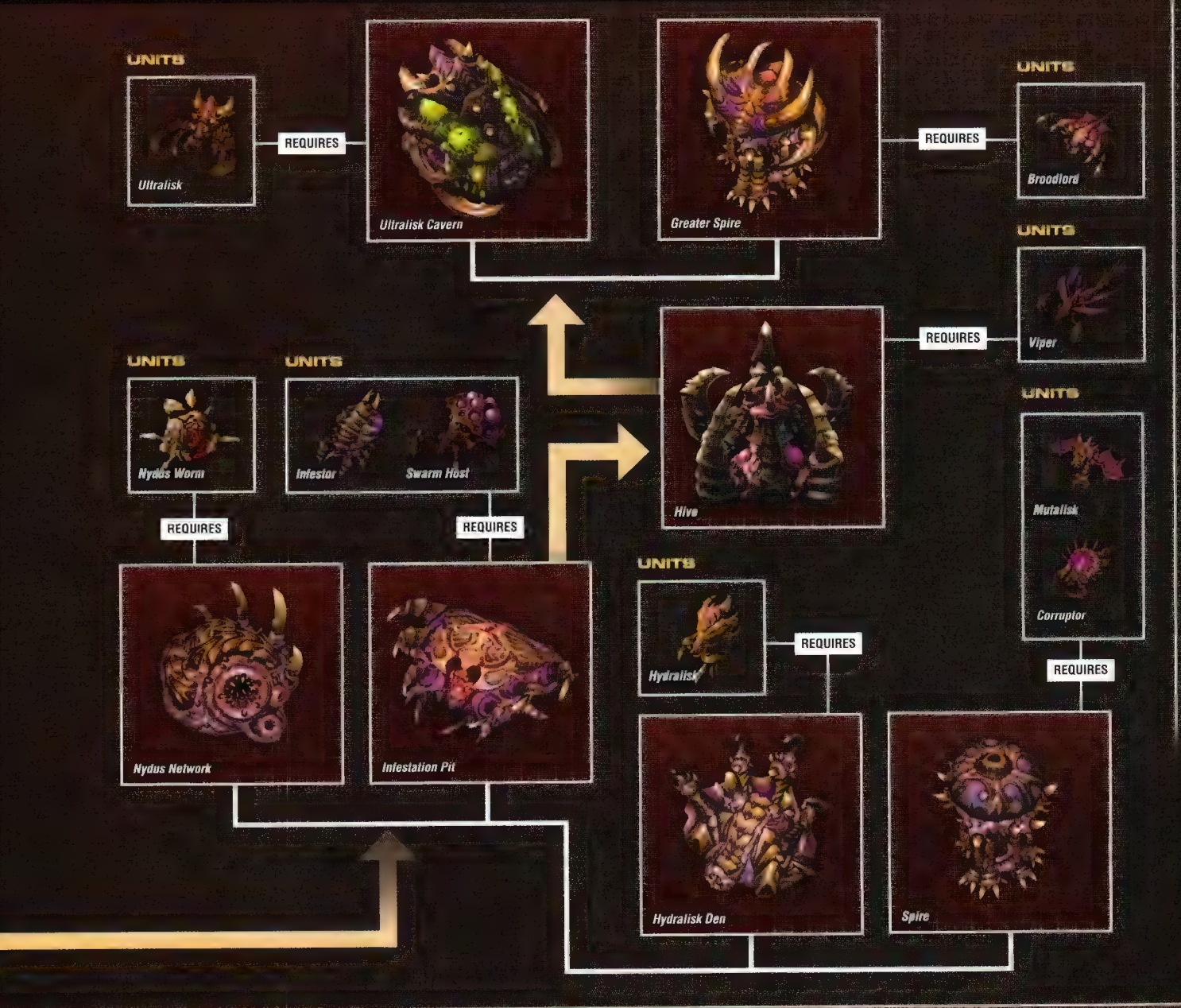
All Zerg Air upgrades are researched at the Spire.

BURROW

All Zerg ground units can burrow once it has been researched at a Hatchery.

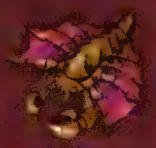

Extractor
Hatchery
UNITS
Drone
Overlord
UNITS
Zergling
Queen
REQUIRES
UNITS
Roach
REQUIRES
Roach Warren
Spawning Pool
Evolution Chamber
REQUIRES
UNITS
Baneling
Baneling Nest
Lair
UNITS
REQUIRES
Overseer
Spine Crawler
Spore Crawler

ZERG TECH TREE



DRONE

Hot Key: D



COST:

Drones are the basic worker for the Zerg force. Unlike Terran SCVs or Protoss Probes, Drones are consumed when they create a new structure. To compensate for this, Zerg structures tend to be slightly less expensive than their Terran or Protoss counterparts.

Drones have one other peculiarity. Because they are produced from the same pool of Larvae as all Zerg military units, early in the game you must choose between creating an early military force or building up your economy to its maximum level more quickly.

Drones gain access to Burrow along with all other Zerg ground units, allowing them to easily hide from a worker raid that lacks Detection. Remember to create new Drones as you use them up to create new structures!

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Hatchery	NONE	NONE

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
Melee	5	1	1.50	0.1	Ground		3.33	

Life	Shields	Armor	Speed	Line of Sight	Size
40		0	2.81	8	1

Light	Armored	Biological	Mechanical	Psionic	Massive	Structure
	Armored		Mechanical	Psionic	Massive	Structure

HATCHERY

QUEEN

Hot Key: Q

COST:

The Queen is the Zerg's economic booster unit, vital to Zerg's military production, and very helpful for early game defense and her ability to spread Creep around your bases. The Queen should be the first unit produced after your Spawning Pool is finished. Each of your Hatcheries should have a dedicated Queen nearby at all times.

All of your Queens should be placed on a single hotkey, allowing you to quickly cycle through your bases and make use of Spawn Larva every single time it can be used.

The Queen is also a helpful unit for repelling very early raids or rushes. Placed in your worker line, she can make good use of her short ranged ground attack and her stronger (and longer ranged) anti-air attack to protect your workers.

Working in concert, your Queen, your Drones, and your first Zerglings can usually manage to repel an early ground attack, if controlled well. Two Queens can also work together by using Transfusion and their anti-air attacks to repel an early air raid on your base or your Overlords until you can get Spore Crawlers and Hydralisks or Spire units on the field.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Hatchery	Spawning Pool	NONE

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
Melee	9.0 (+1.0)	1	1.00	7	Air		9.00 (+1.00)	
Melee	4.0 (+1.0)	2	1.00	5	Ground		8.00 (+2.00)	

Life	Shields	Armor	Speed	Line of Sight	Size
175		1	0.94	9	2

Light	Armored	Biological	Mechanical	Psionic	Massive	Structure
Light	Armored	Biological	Mechanical	Psionic	Massive	Structure

HATCHERY

SPAWN LARVAE

Hot Key: V

Effect: Generates 4 Larvae Queen's Spawn Larva ability creates 4 Larvae on a targeted Hatchery that spawn after 40 seconds. Because Larvae are normally generated (up to a maximum of 3) every 15 seconds, this is a significant increase in the Larvae generation rate for a single Hatchery.

Cost	Range
25	0.1

If Spawn Larvae creates Larvae in excess of the 3 that are normally generated by a Hatchery, no further Larvae will be naturally generated until the Larva count drops below 3 again.

The single most important improvement you can make to your basic Zerg play is learning to hit Spawn Larvae usage perfectly. If done correctly, your Queen should never have any energy in the early game. At least not until you are intentionally saving for Creep Tumors and Transfusion, or you are busy attacking the enemy!

SPAWN CREEP TUMOR

Hot Key: C

Effect: Creates a Creep Tumor on targeted Creep, spare, spreads

Cost	Range
25 energy, 15s Cooldown	0

Queens can create Creep Tumors, burrowed structures that spread Creep automatically. Each Creep Tumor can also spawn one new Creep Tumor. So over time, a single Tumor created by a Queen can cover the area in front of your bases with Creep. This gives your units a movement speed bonus and grants vision, providing early warning of enemy offensives.

TRANSFUSION

Hot Key: T

Effect: Heals 125 Life, Creates a Small

Cost	Range
50	7

Tranfusion is a quick and strong (125 point) heal that can be used on any friendly Biological target. A Queen cannot use Transfusion on herself, but Transfusion can be cross-cast by a *second* Queen.

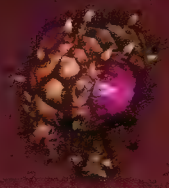
Transfusion is most useful in early skirmishes, where healing a Queen or critical Spine or Spore Crawler can win a battle for you. It can also be used to save a critical tech structure from falling—two Queens casting Transfusion on a Spire under attack just might save your Mutalisk production.

Transfusion has also gained some roundabout utility due to the Viper's Consume ability. Transfusions can give more life to structures as Vipers consume it's Life for more energy.

OVERLORD

Hot Key: V

COST:



BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Hatchery	NONE	Lair

The floating Overlord is the Zerg's Supply producing unit. Due to their nature as a mobile aerial unit, Overlords are also extremely useful as scouts. Placed carefully, they can provide vision between your base and the enemy base, with minimal risk from ground forces.

Once enemy aerial units hit the field, it is very important that your core group of supply-providing Overlords is in a protected area of the map. You can 'hide' your Overlords in a far corner of the map, but an opponent determined to hunt your Overlords will check your bases. If he doesn't see them there, he will begin to sweep the map to find them. It is usually better to keep them near the protective reach of friendly defensive buildings.

Overlords can also generate Creep in small patches, which is handy to provide speed for a Zerg army. It can also allow the creation of a Creep Tumor by a Queen, or a Spine, or Spore Crawler anywhere on the map.

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus

Life	Shields	Armor	Speed	Line of Sight	Size
200		0	0.59	11	

Light	Armored	Biological	Mechanical	Psionic	Massive	Structure

HATCHERY

PNEUMATIZED CARAPACE

This upgrade increases the speed of Overlords and Overseers. After Burrow, this technology should be immediately researched. It increases both the scouting potential and survivability of your Overlords and Overseers.

VENTRAL SACS

Ventral Sacs allow Overlords (and not Overseers) to transport units. This upgrade is typically not needed. If you do see a reason to use it, pick it up well in advance of your drop. It takes a long time to research.

UPGRADES		COST			EFFECT
Upgrade	Requirement				
Pneumatized Carapace		100	100	60	Increases Overlord and Overseer movement speed
Ventral Sacs	Lair	200	200	130	Allows Overlords to transport units

GENERATE CREEP

Hot Key: G

Cost	Range
	0

While active, this ability spawns a pool of Creep with a radius of 5. The Overlord must remain stationary while channeling this ability. So either use it quickly to create another Creep generating structure, or accept that you may lose the Overlord while using it as a temporary Zerg highway creator. Note that you can move an Overlord with this ability active and it will resume Creep generation when it stops moving.

MORPH TO OVERSEER

Hot Key: V

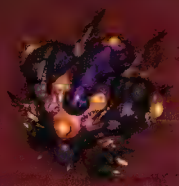
Cost	Range
50 minerals, 50 gas, 17s	0

Morphing an Overlord to an Overseer is the quickest creation of a mobile Detector of any race in the game. This substantially weakens Cloak or Burrow tech against a Zerg, but don't grow complacent—you can expect that a determined opponent will target your Overseers directly.

OVERSEER (MUTATION)

Hot Key: V

COST: 150 | 50 | N/A | 0



Requiring a Lair to create, Overseers are morphed Overlords that gain movement speed and Detection, but lose the ability to transport units or generate Creep puddles. Overseers benefit from the same movement speed upgrade as Overlords.

Overseers are excellent recon units. They can create Changelings, mutable creatures that assume the shape of enemy units. Dropping a Changeling in or around an enemy base is a great way to get easy intelligence on enemy tech development or army position.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Overlord	Lair	Lair

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
N/A								

Life	Shields	Armor	Speed	Line of Sight	Size
200		1	1.88	11	

Light	Armored	Mechanical	Psionic	Massive	Structure

LAIR

SPAWN CHANGELING

Hot Key: C

Effect: Creates a Changeling

Cost	Range
50	

Changelings are temporary units that automatically assume the shape of an enemy Marine, Zealot, or Zergling (depending on the race of the enemy force they move in range of). Any enemy unit within 12 range will trigger the transformation.

An alert opponent can detect a Changeling simply by clicking on it (or by spotting the one unit that isn't responding to their selection commands). However, this isn't a major problem—Changelings are entirely expendable. Use them to scout the interior and exterior of enemy bases. You can make good use of the intelligence gathered in your inevitable next wave of unit creation.

UPGRADES		COST			EFFECT
Upgrade	Requirement				
Pneumatized Carapace		100	100	60	Increases Overlord and Overseer movement speed

CONTAMINATE

Hot Key: F

Cost	Range
125	3

Effect: Target structure cannot train units or research upgrades for 30 seconds

Contaminate allows an Overseer to shut down the unit production or research of any enemy structure for 30 seconds. This is an expensive ability at 125 energy, so multiple Overseers are required to completely shut down production at a base.

With that in mind, the 30 second delay can be crucial if you have several speed upgraded Overseers on hand. Shutting down an opponent's production just after a major engagement can be a crippling blow. If they cannot rebuild their army fast enough, you can capitalize on a victory on the field.

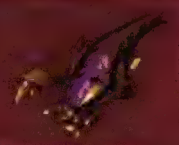
Delaying research requires much more finesse. You need to know exactly what structure to target and *when*, which is difficult at best.

Curiously, Contaminate is especially nasty against opposing Zerg players. You can simply shut down their Hatcheries to delay all unit production. With Terran or Protoss, you must choose what structures to disable individually.

ZERGLING

Hot Key: Z

COST: 50 | N/A | 24 | 1/2



Zerglings are the cheapest and weakest of all the common basic Zerg units, but also the most numerous. They are created two at a time from a single Larva, for the extremely low cost of 50 minerals.

Zerglings become significantly more dangerous with their upgrades researched. Affectionately referred to as 'Speedlings' when upgraded with movement speed, a group of fully upgraded Zerglings can be a surprisingly nasty raiding force.

Groups of Zerglings should accompany your ground army at all times, unless your enemy is fielding units that are especially hostile to the long and healthy life of your Zerglings. Keep Zerglings away from enemy Siege Tank lines, Widow Mine lines, Colossi, and Archons. They also fare poorly against Banelings.

Because Zerglings are so cheap, they can be used to draw the fire of Siege Tanks or Widow Mines. You can also use the completely expendable Swarm Host Locusts or Brood Lord Broodlings for the same purpose.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Hatchery	Spawning Pool	Spawning Pool

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
Claws	5.0 (+1.0)	1	0.70	0.1	Ground		7.14 (+1.43)	

Life	Shields	Armor	Speed	Line of Sight	Size
35		0	2.95	8	1

Light	Armored	Mechanical	Psionic	Massive	Structure

HATCHERY

UPGRADES		COST			EFFECT
Upgrade	Requirement				
Metabolic Boost		100	100	110	Increases Zergling movement speed
Adrenal Glands		200	200	130	Increases Zergling attack speed by 20%

MORPH TO BANELING

Cost	Range
25 Minerals, 25 Gas, 20s	0

Effect: Morphs Zergling to Baneling

METABOLIC BOOST

This upgrade increases Zergling ground speed to make them the fastest ground unit in the game, *especially* on Creep. This makes Zerglings much more dangerous, as they can rapidly surround large enemy units and tear them apart. They also become much more dangerous for quick worker raids, Nydus raids, or the assassination of key enemy units.

This upgrade should always be purchased However, you can delay the purchase of it if you are using the gas for an early Lair upgrade.

ADRENAL GLANDS

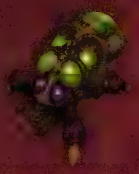
Adrenal Glands increase Zergling attack speed by roughly 20%. This greatly increases their damage output, especially if you have researched melee damage upgrades by the time you acquire this technology.

Adrenal Glands are a Hive level tech, and they should always be researched when you gain access to them. They make large groups of Zerglings even more cost effective in battle.

BANELING (MUTATION)

Hot Key: E

COST:



Banelings are mutations of Zerglings. They are explosive suicide units that can deal very heavy damage to clumped-up ground units. Banelings are the earliest unit that any race has access to that can destroy enemy structures with reasonable speed. This makes them perfect for breaking a hole in an enemy wall-in early in a match.

They are also extremely dangerous against massed basic troops from any race. They receive a large bonus to their splash damage against Light units—Marines, Zealots, and Zerglings all fall to Banelings quickly.

Once Burrow is acquired, Banelings can detonate while burrowed, allowing you to create living land mines. Try placing small groups of burrowed Banelings just outside an enemy base, or your own base, where you know an enemy ground army will travel. Even if you miss the window of opportunity to detonate them below ground, you can always unburrow them and hit the rear of your opponent's army (or his undefended base!).

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:	
Zergling	Baneling Nest	Baneling Nest	Evolution Chamber

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
	20.0 (+2.0)	1	0.83	0.25	Ground	Light 15.0 (+2.0)	24.01 (+2.49)	42.17 (+4.82)

Life	Shields	Armor	Speed	Line of Sight	Size
30		0	2.50	8	1

Light	Armored	Biological	Mechanical	Psionic	Massive	Structure

HATCHERY

CENTRIFUGAL HOOKS

This upgrade increases the movement speed of Banelings. This is very helpful as army sizes get larger. It allows more of your Banelings to reach a sizable enemy force intact to deal their explosive damage.

Speed is also very important when attacking a heavily defended position. Every second counts when your Banelings will be taking fire from most of the enemy force while targeting a structure. Be sure to pick up this upgrade if you find yourself using Banelings in any significant numbers.

UPGRADES		COST			EFFECT
Upgrade	Requirement				
Centrifugal Hooks	Lair	150	150	110	Increases Baneling movement speed

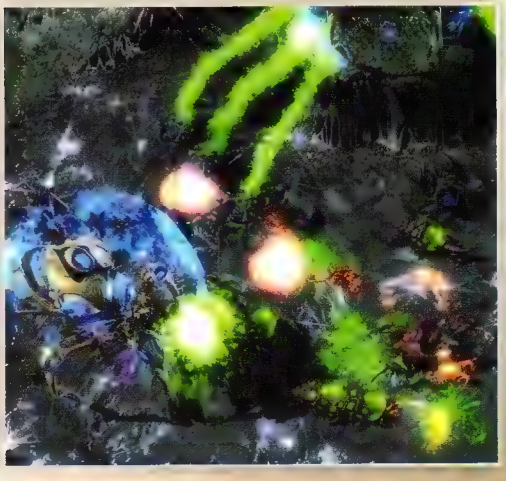
EXPLODE

Hot Key: X

Effect: Causes the Baneling to

Cost	Range
0	0

This causes a Baneling to detonate immediately. Banelings will normally detonate on contact with an enemy unit, but you can force an explosion. This is particularly useful when you have Banelings burrowed beneath an enemy force.



ENABLE ATTACK STRUCTURE

Hot Key: F

Cost	Range
0	0

Effect: Allows Banelings to automatically

By default, Banelings will prioritize enemy units over structures. If you force attack a structure, they will detonate on the building. If you wish, you can also activate this ability so that they will hit enemy buildings while attacking a wall-in.

Be careful about leaving this ability enabled if you're going for a specific building in the interior of a base. Your Banelings will happily detonate themselves on the nearest hostile enemy structure, whatever its strategic value, usually inflicting minimal damage to multiple structures.

ROACH

Hot Key: R

COST:

75 | 25 | 27 | 2

The Zerg Roach is a frontline assault specialist with a good life total, built-in armor, and an *incredible* healing ability while burrowed. Against an enemy without a source of Detection, Roaches are nearly unkillable without massed focus fire.

Roaches deal good damage against any target, but they are a *very* short range unit. They function best when the terrain is unrestricted and they can surround their enemies. Given that Roaches are one of the larger Zerg ground units, this means that you should avoid fighting in narrow choke points with a large Roach force whenever possible.

Roaches benefit from Zerg ground armor upgrades, as they begin with 1 armor. Due to their inherent armor and regeneration, additional armor can render enemy units that deal low damage with fast attack speed or multiple attacks extremely ineffective against your Roaches.

Roaches have received a few tweaks since their *Wings of Liberty* debut. Their regeneration and power level are slightly weakened. Otherwise, they are unchanged in general function, still acting as a solid core for the Zerg ground offensive.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Hatchery	Roach Warren	Roach Warren

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
	16.0 (+2.0)	1	2.00	4	Ground		8.00 (+1.00)	

Life	Shields	Armor	Speed	Line of Sight	Size
145		1	2.25	9	2

UNIT TYPE					
Light		Mechanical	Psionic	Massive	Structure

HATCHERY

GLIAL RECONSTITUTION

Unlocked at Lair level, this upgrade increases Roach movement speed. This is very helpful for Roaches, given their short attack range. It also speeds them up enough to perform some micro against slower units without longer range (notably Zealots early in a match).

TUNNELING CLAWS

Unlocked at Lair level, Tunneling Claws allows your Roaches to move while burrowed. They move more slowly than they would above ground, but the benefit of stealth can often outweigh the need for speed.

Against enemy expansions that lack fixed Detectors, this allows you to make an unseen approach to a worker line. You can then pop up and destroy an entire enemy worker line in seconds.

You can also make use of Tunneling Claws to harass a mobile enemy army, burrowing and moving away from any targeted area of effect damage that they may use against the Roaches.

Tunneling Claws also has the side effect of speeding Roach healing while burrowed, giving even more of a reason to acquire this upgrade quickly!

RAPID REGENERATION

very quickly while

Cost	Range
0	0

UPGRADES		COST			EFFECT
Upgrade	Requirement				
Glial Reconstitution	Lair	100	100	110	Increases Roach movement speed
Tunneling Claws	Lair	150	150	110	Enables Roaches to move while burrowed

ROACH BURROW MICRO

HYDRALISK

Hot Key: H

COST:

100 | 50 | 38 | 2

The Hydralisk is a moderately strong ranged attacker that becomes extremely dangerous in large numbers. Hydralisks are effective against any enemy unit, air or ground. Their only real significant weaknesses are area of effect damage or enemies with high bonus Light damage.

In smaller numbers, Hydralisks are less lethal, but still very useful. Hydralisks make a fine main army anchor unit. They complement the short range of Roaches and Zerglings well if you are creating a mixed force.

Hydralisks are not a fantastic unit for micro on offense, due to their average speed. But they do focus fire well, particularly once their range upgrade has been researched. On Creep, you may be able to dance away from some slower units, so be sure to make good use of the speed boost.

Hydralisks are the best ground unit for the Zerg with anti-air capability outside the Queen. If you are facing enemy air units, you need to decide if you will respond with Hydralisks or Spire units. Given that the Hydralisk Den builds considerably faster than the Spire, you may wish to place one as insurance, in case you do need a quick anti-air force.

BUILT FROM:	BUILD REQUIREMENTS	UPGRADES:
Hatchery	Hydralisk Den	Hydralisk Den

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
Needle Spines	12.0 (+1.0)	1	0.83	5	Air/ Ground		14.46 (+1.20)	

Life	Shields	Armor	Speed	Line of Sight	Size
80		0	2.25	9	1

UNIT TYPE					
Light	Armored		Mechanical	Psionic	Massive	Structure

AIR

GROOVED SPINES

This upgrade increases Hydralisk range by 1. This may not seem like much, but it considerably increases Hydralisk power. It lets them target air units from a greater distance, focuses fire more effectively in battle, and forces shorter ranged enemy units to cover more ground to damage them.

Always acquire this upgrade if you are planning to field Hydralisks as part of your army.

UPGRADES		COST			EFFECT
Upgrade	Requirement				
Grooved Spines		150	150	80	Increases Hydralisk attack range
Muscular Augments	Lair	150	150	100	Improves Hydralisk movement speed

MUSCULAR AUGMENTS

This upgrade increases Hydralisk speed while *off* Creep by 25%. With Muscular Augments, Hydralisks are more useful as an all-purpose unit, more capable of responding to threats outside your bases, and more effective at utilizing their superior range (in comparison to most other Zerg units anyway).

INFESTOR

Hot Key: F

COST:

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Hatchery	Infestation Pit	Infestation Pit

The Infestor is one of three Zerg caster units. It has several interesting abilities to support your army in battle and harass your opponent's forces. Infestors are slow moving and individually weak, but they have the unique ability to move while burrowed, shared only with the Roach—and they do not require an upgrade to do so!

The Infestation Pit is also required to upgrade to Hive level tech, so you will always have access to these units going into the midgame. However, don't hesitate to make use of them sooner. They can be very effective if controlled well.

Even small numbers of Infestors can create large groups of Infested Terrans. These can act as a free supplement to your army, or a useful raiding force. Fungal Growth helps to damage and delay enemy armies. Neural Parasite can be used to disable powerful individual units and disrupt an enemy line.

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus

Life	Shields	Armor	Speed	Line of Sight	Size
90		0	2.25	10	2

Light			Mechanical		Massive	Structure

AIR

INFESTED TERRAN

Hot Key: T

Effect: Spawns a single Infested Terran unit that lasts for 30 seconds or until killed.

Cost	Range
25	9

Infestors have the ability to spawn individual Terran Marines that have been corrupted by the Swarm to temporarily fight for you. Each Infested Terran only costs 25 Energy, so even a small number of Infestors can quickly create a miniature army. Since Infested Terrans can fire at air or ground units, they can also work as anti-air in a pinch.

Remember, even 3 Infestors can create 24 Infested Terrans if they have full Energy! Don't hesitate to throw out a mass of Infested Terrans as a fight begins, or just before a battle begins. Having your enemy shoot at Infested Terran cocoons before they spawn is still preferable to having them shoot at your units. The delay gives your Zerglings, Banelings, Roaches, and Ultralisks time to close the distance.

INFESTED TERRAN SPAM

UPGRADES		COST			EFFECT
Upgrade	Requirement				
Pathogen Glands		150	150	80	Increases Infestor starting Energy by 25
Neural Parasite		150	150	110	Allows Infestors to use the Neural Parasite ability

PATHOGEN GLANDS

Pathogen Glands increases Infestor starting Energy by 25. As with all other caster upgrades of this nature, it is most useful if you are planning on fielding large numbers of Infestors throughout a match. It is particularly important for having immediate access to Fungal Growth.

NEURAL PARASITE

This upgrade enables the use of the Neural Parasite ability.

NEURAL PARASITE

Hot Key: E

Cost	Range
100	7

Neural Parasite allows an Infestor to actually *gain control* of an enemy unit! While active, the Infestor is paralyzed and unable to act. You can cancel the control should you need to retreat your Infestor, or if the unit is moved out of range of the Infestor. Neural Parasite can take control of *any* unit, even Massive or aerial units.

Don't expect Infestors making use of Neural Parasite in a large army battle to last long. Your enemy will likely focus fire them quickly. In some cases, however, that may not matter—use burrow movement to get in range of key enemy units, wait until the battle has begun, then pop up and take control of them.

There is little more satisfying in a match than gaining control of an enemy High Templar and using Psionic Storm on their own army!

In smaller battles, if you see that the troop numbers are low enough, a small group of Infestors can also win you a battle by gaining control of several enemy units, tipping the fight in your favor. After an enemy is driven off or defeated, you can kill units under control by attacking them directly. No need to release them!

One other note: Neural Parasite works quite well with the Viper's Abduct ability. Because using Neural Parasite is normally a fairly risky move (with a short range and a very obvious animation), using it can often be a one-time mission for an Infestor. However, by using Abduct to pull a key enemy unit into range, you can then use an Infestor to gain control of it and turn it against the enemy safely. This is especially potent when you grab a very long range unit or a powerful caster with full energy.

FUNGAL GROWTH

Hot Key: F

Cost	Range
75	10

The Infestor's Fungal Growth ability is an area of effect snare that prevents enemy units caught in it from moving or burrowing. It also reveals cloaked or burrowed units in an area, *and* it deals damage over time to the trapped units, inflicting bonus damage against Armored targets.

Fungal Growth is useful against enemy ranged units. It prevents movement, which means your opponent cannot effectively make use of focus fire. While on auto-attack, enemy units cannot shift their position to acquire new targets.

As you become more comfortable with Fungal Growth usage, try to hit part of an enemy army with it, and then back up your army slightly just a few steps and immediately re-engage. Done properly, part of the enemy force will not be in the fight.

In larger battles where you may not have the time to move your army, simply fire multiple Fungal Growths at the enemy mass. The damage dealt to large groups is well worth the energy, and your opponent will still lose some of their combat damage due to immobile units.

Fungal Growth can work in concert with Infested Terrans for responding to aerial raids. Your Infestors can freeze and damage packs of enemy air units, even if they are cloaked. Make use of Fungal Growth to reveal enemy cloaked or burrowed units if you don't have an Overseer handy.

SWARM HOST

Hot Key: A

COST: 200 | 100 | 4 | 3

The Swarm Host is one of the new Zerg units in *Heart of the Swarm*. Swarm Hosts are mobile unit factories, capable of producing an infinite number of Locust spawn while they are burrowed. These Locusts can then be used as completely expendable attackers, giving you free reign to attack an enemy from a distance while they cannot retaliate effectively without a Detector on hand.

Locusts have a limited life span (which can be boosted with an upgrade). The maximum 'range' of the Swarm Host is dictated by the amount of distance a Locust can travel before expiring.

A group of Swarm Hosts makes a *very* effective containment or defensive force, in some ways acting as an organic analog to the Terran Siege Tank.

Be careful with your Swarm Hosts. They are fairly expensive to build, and are of only average movement speed. Swarm Hosts are best accompanied by other units that can deal with enemy Detectors, unless you know for certain that the enemy cannot spot them.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Hatchery	Infestation Pit	NONE

WEAPON STATISTICS

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
[illegible]	12 (1 00)	1	0.8	3	Ground		15 (1 25)	

UNIT STATISTICS

Life	Shields	Armor	Speed	Line of Sight	Size
160		1	2.25	10	4

UNIT TYPE

Light	[illegible]	Mechanical	Psionic	Massive	Structure

I AIR

SPAWN LOCUSTS
Hot Key: C

Effect: Creates two Locusts automatically; must be burrowed

Cost	Range
25s	

By default, this ability is set to autocast. It generates Locusts automatically any time the Swarm Host is burrowed.

You can control Locusts individually, or set a rally point for all created Locusts from a group of Swarm Hosts to set a general attack area for the created minions.

UPGRADES		COST			EFFECT
Upgrade	Requirement				
Evolve Enduring Locusts		200	200	120	Increases the lifetime of Locusts by 10 seconds

ENDURING LOCUSTS

This upgrade increases the lifespan of spawned Locusts, nearly doubling their effective time on the battlefield. This increases both their overall damage output, if undisturbed, *and* their effective range. Consider this a sort of 'siege range' upgrade to your Swarm Hosts, and as such, a very important one.

MUTALISK

Hot Key: T

COST: [illegible]

The Mutalisk is a powerful and versatile air unit. Their weapon is the Glave Wurm, a unique attack that bounces between units, dealing full damage to its first target, then less to a second, and a small amount to a third. In addition, Mutalisks can target air or ground units, making them a dangerous threat to any enemy force. They become increasingly deadly when used in large numbers.

Even in smaller groups, Mutalisks are still extremely useful. They have one of the highest speeds of any air unit, making them an ideal unit for worker raiding and base or army harassment.

Once your Mutalisks are on the field, you should be using them to *constantly* strike at your opponent's workers and bases. Even if they build fixed defenses, keep the pressure on by striking at structures that aren't protected.

If your opponent responds with their anti-air ground army, just leave the area. Your Mutalisks are easily fast enough to run! You can then strike at expansions or use your ground army to force a response from your opponent. Then return to harassing his base with your Mutalisks.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Hatchery	Spire	NONE

WEAPON STATISTICS

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
Glave Wurm	9 (+1) / 3 (+0.33) / 1 (+0.11)	1	1.52	3	Air/ Ground		5.90/ (+0.66) / 1.97 (+0.21) / 0.65 (+0.07)	

UNIT STATISTICS

Life	Shields	Armor	Speed	Line of Sight	Size
120		0	4	11	

UNIT TYPE

[illegible]	Armored	[illegible]	Mechanical	Psionic	Massive	Structure

I AIR

WEAKNESSES

Mutalisks are very vulnerable to the sources of area of effect damage that can target them. Widow Mines, Thors, Psionic Storm, Archons, and Fungal Growth can all cause heavy losses to a Mutalisk pack. Avoid fighting near these threats

Mutalisks also do not have the Life to stand up to fixed anti-air defenses. Once your opponent has built up several anti-air turrets near their worker lines, be cautious about raiding them unless you are sure you have enough Mutalisks to destroy the turrets or workers and escape quickly.

Mutalisks are also relatively poor against enemy capital air units. Battlecruisers and Carriers are sturdy and deal high damage, and are less affected by the Mutalisks bouncing attack.

MUTALISK REGENERATION

*New in **Heart of the Swarm**, Mutalisks [illegible] Roach's regeneration, and it won't save you in direct combat, but it is enough to [illegible] time, meaning that they will not die [illegible] the next battle you take.*

MUTALISK HARASSMENT

One odd disadvantage to heavy Mutalisk usage isn't one related to their stats, but rather simple player behavior.

Mutalisks are a gas heavy unit. Leaving only Minerals to create an army of Zerglings is unlikely to protect your base from a serious enemy ground push. Don't starve your ground army of gas completely!

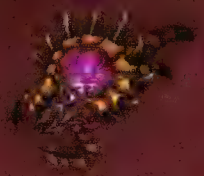
It is easy to forget about your ground force while you are raiding with Mutalisks and building more Mutalisks to replace losses suffered while raiding.

The danger of this behavior is that if your opponent realizes what you are doing, they will simply push with their ground army. If you haven't been maintaining the growth of your own ground army, they can crush your ground force and then hit your base.

If you respond quickly enough with your Mutalisks, you may be able to fend them off in combination with a smaller ground force. But whatever you do, don't get caught in a situation where your army is losing a battle at home and by the time you return with your Mutalisks, your army is already lost.

CORRUPTOR

Hot Key: C



COST:

The Corruptor is a pure anti-air flying unit. It has the unique ability to weaken enemy units, causing them to take increased damage from all sources.

Corruptors are the Zerg answer to heavy air units. They deal bonus damage to Massive units, perfect for destroying enemy Battlecruisers, Tempests, Carriers, or Colossi. They also deal bonus damage to Brood Lords, but as Brood Lords have no anti-air, Mutalisks can accomplish that task as well.

Corruptors are also helpful indirectly for base siege. They can weaken enemy units and then eventually morph into Brood Lords, providing you with a siege range anti-ground air unit.

Corruptors fill a specific niche in the Zerg air force, but they fill that role well. As they can eventually be upgraded to the powerful Brood Lord, this flexibility lets you use them in their pure anti-air and debuffing role as long as needed, and then morph them when they are no longer necessary.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Hatchery	Spire	NONE

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
	14.0 (+1.0)	1	1.90	6	Air	Massive 6.0 (+1.0)	7.37 (+0.53)	10.53 (+1.05)

Life	Shields	Armor	Speed	Line of Sight	Size
200		2	2.95	10	

UNIT TYPE						
Light	Armored	Biological	Mechanical	Psionic	Massive	Structure

LAIR

CORRUPTION

Hot Key: C

Effect: Increases damage taken by target unit by 20% for 30 seconds

Cost	Range
45s cooldown	6

Corruption causes a single enemy unit to take 20% increased damage from all sources for 30 seconds. This is a very nasty ability when used en masse by a pack of Corruptors. You can quickly tag a large number of enemy units, especially large high-value targets.

Corruption has a lengthy cooldown, but it is not an energy draining ability. Feel free to use it as often as possible.

MORPH TO BROOD LORD

Hot Key: G

Effect: Morphs Corruptor to Brood Lord

Cost	Range
150 minerals, 150 gas, 34s	0

Performing this morph requires Hive tech and a Greater Spire. Brood Lords are powerful siege units. If you need them, have several Corruptors on the field ready to transform when a Greater Spire finishes.

ULTRALISK

Hot Key: U

COST:

Ultralisks are the last ground unit that Zerg gain access to and are second only in cost and build time to the Brood Lord. Ultralisks are huge and powerful ground units. Their scything tusks are capable of causing serious damage to massed ground armies. They are *very* durable units, in contrast to most Zerg ground forces, making them ideal for leading the assault against enemy armies and bases.

Only a few are needed, as their huge size can be a liability when fighting in constricted terrain. But those few can shrug off damage (especially area of effect damage) that would cripple your primary army.

Ultralisks deal rapid area of effect damage to ground targets. They are best at tackling large clumps of *small* enemy units, where their area damage can inflict maximum damage.

Make use of Ultralisks to spearhead assaults against heavily defended positions. Use their raw Life total and size to absorb enemy attacks while your other units get into range safely.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Hatchery	Ultralisk Cavern	Ultralisk Cavern

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
	35.0 (+3.0)	1	0.86	1	Ground		40.69 (3.49)	

Life	Shields	Armor	Speed	Line of Sight	Size
500		1	2.95	9	8

UNIT TYPE					
Light		Mechanical	Psionic		Structure

HIVE

UPGRADES		COST			EFFECT
Upgrade	Requirement				
Chitinous Plating		150	150	110	Gives +2 armor to Ultralisks

CHITINOUS PLATING

Chitinous Plating adds +2 armor to Ultralisks, increasing their combat durability against enemy units with low damage, fast attacks, or multiple attacks. This is especially notable against each races basic unit. The Marine, Zealot, and Zergling are all greatly impacted by this upgrade.

This upgrade is quite useful. By the time you are capable of fielding Ultralisks, you should easily have the resources to start this research immediately.

BROOD LORD (MUTATION)

Hot Key: B

COST:

Morphed from a Corruptor, the Brood Lord is a powerful siege flyer, with long range attacks that can destroy fixed emplacements and provide strong support for your ground army.

The Brood Lord's attack is unique in that it deals damage at long range and spawns Broodlings when it impacts. This deals a bit of extra damage as the ravenous creatures feast on nearby enemy units.

Brood Lords are painfully slow and have no defenses against enemy air units. They should always be escorted by your ground or air army. Ideally, morph Brood Lords when your Corruptors are already in position for you to attack an enemy base.

If your opponent is sitting on defense, you can destroy their defenses and eventually their army from a safe range with Brood Lords. Fielding Brood Lords forces your enemy to engage your army if you make a direct frontal assault.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Corruptor	Greater Spire	NONE

WEAPON STATISTICS

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
[illegible]	20 0 (+2 0)	1	2.50	9.5	Ground		8 00 (+0 80)	

UNIT STATISTICS

Life	Shields	Armor	Speed	Line of Sight	Size
225		1	1 41	12	

UNIT TYPE

Light	[illegible]	Mechanical	Ps onic	Structure

HIVE

FLANK ATTACKS

Brood Lords can also be used to hit a base from an area where your opponent cannot respond with ground forces. If you have air superiority, feel free to take this route with your attack. Just be careful that your Brood Lords are not hit with an unexpected enemy air attack while your own anti-air units cannot move to defend them.

A sufficient force of Mutalisks and/or Corruptors can protect a Brood Lord assault against a base away from any ground chokepoint or ground forces, but this is an extremely gas heavy, late game combination of units.

SWARM SEEDS

Cost	Range
0	0

Effect: Creates Broodlings when the Brood Lord strikes a target

Each time a Brood Lord's attack hits a target, it spawns a pair of Broodlings. These Broodlings will automatically attack any nearby enemy ground units.

VIPER

Hot Key: E

COST:

The new aerial caster unit for the Zerg, the Viper is a powerful support creature that has several abilities that are useful (for you) and annoying (for your foes).

As a pure caster unit like the Infestor, the Viper comes into play later in the game (at Hive level tech). Its abilities are *purely* support oriented—it cannot act as a harasser or direct damage dealer like the Infestor with Infested Terrans or Fungal Growth.

Instead, the Viper acts as useful late game support for your existing army. Abduct lets you snatch powerful enemy units from a distance and decimate them with your forces. Blinding Cloud helps to mute the force of a massed enemy ranged army.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Hatchery	Hive	NONE

WEAPON STATISTICS

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
[illegible]								

UNIT STATISTICS

Life	Shields	Armor	Speed	Line of Sight	Size
120		1	2 95	11	

UNIT TYPE

Light	[illegible]	Mechanical	[illegible]	Massive	Structure

HIVE

CONSUME
Hot Key: C

Cost	Range
0	7

Effect: Consumes 200 Life over 20 seconds from targeted friendly structure, generating

Consume allows the Viper to gain 50 energy by consuming 200 Life from a friendly structure.

As you can activate this ability immediately after spawning a Viper, you may wish to Consume from a nearby structure to more quickly have the energy ready for Abduct or Blinding Cloud.

If you are making heavy use of Vipers, you may wish to build a handful of Spore Crawlers as 'food' for your Vipers to replenish their energy supplies safely without draining your more important structures. In a pinch though, don't hesitate to snack on a nearby Hatchery or Extractor.

ABDUCT
Hot Key: D

Cost	Range
75	9

Effect: Pulls any unit to the Viper, can target burrowed units with Detection

Abduct is a very unique ability. When triggered, it allows you to literally grab *any* targeted unit and pull it to the Viper. You can use this to pull powerful hostile units into the fangs of your army, to pull a friendly unit out of danger, or to drag a friendly unit up to a higher terrain level.

Multiple Vipers and some quick finger work can let you pull an entire key portion of your opponent's army into killing range. This is especially nasty if you manage to snag their Detectors or casters and eliminate them at the start of a battle.

While Abduct deals no direct damage, skilled usage of it can shift a fight in your favor by precisely executing hostile units or saving key units of your own.

BLINDING CLOUD
Hot Key: B

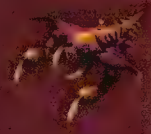
Cost	Range
100	9

Effect: Creates a cloud for 14 seconds that reduces all ranged units and structures to melee range

Longtime *StarCraft* fans will instantly recognize this ability. The Viper drops a thick cloud of choking biological material that converts all ranged attackers to melee attackers.

This can completely cripple long ranged enemy units and is especially devastating against slow moving or stationary enemies (like a Siege Tank). Multiple Vipers can place enough clouds to completely shut down a ranged force, giving your short ranged units time to close the gap safely.

BROODLING



Hot Key:

COST:

Broodlings are small weak Zerg units. They are more of a form of aggressive larva than a true offensive combat mutation. Broodlings only appear on the battlefield under a couple situations: when created by the Brood Lord's Swarm Seeds, and when a Zerg structure is destroyed.

Several Broodlings spawn from the remains of Zerg organic structure, quickly swarming the offending units that destroyed their home. 9 Broodlings appear from a destroyed Hatchery, Lair, or Hive, while 6 appear from any other structure that is not an Extractor, Spine, Spore Crawler, or Nydus Worm.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Brood Lord	NONE	NONE

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
	4 (+1)	1	0.65	0.1	Ground		6.15 (+1.54)	

Life	Shields	Armor	Speed	Line of Sight	Size
30		0	3.84	7	

	Armored	Biological	Mechanical	Psionic	Massive	Structure

SPECIAL

INFESTED TERRAN

Hot Key: T

COST:

Spawned by Infestors, these corrupted Marines are nearly identical to normal Terran Marines. Although they only last for 30 seconds on the battlefield after they are created.

Infested Terrans *can* be directly controlled after creation. Feel free to use them to focus fire a specific target, or ignore them and let them deal damage and soak up attacks meant for your normal troops.

Note that they are briefly vulnerable while spawning out of their cocoons. They can be focus fired down by an alerted enemy force, but this is almost always preferable to your normal army units taking fire!

BUILT FROM:	BUILD REQUIREMENTS	UPGRADES:
Infestor	NONE	NONE

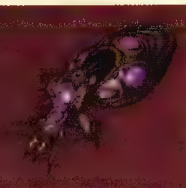
Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus
	8 (+1.0)	1	0.86	5	Air/ Ground		9.2 (+1.16)	

Life	Shields	Armor	Speed	Line of Sight	Size
50		0	0.94	9	0

	Armored	Biological	Mechanical	Psionic	Massive	Structure

SPECIAL

CHANGELING



Hot Key: C

COST:

Changelings are created by Overseers. They act as a covert scouting unit for the Zerg. Changelings transform into a Zealot, Zergling, or Marine when they get within 12 range of an enemy race's unit.

Changelings last for a significant 150 seconds. This is plenty of time to scout an enemy base or army.

BUILT FROM:	BUILD REQUIREMENTS:	UPGRADES:
Overseer	NONE	NONE

Weapon	Dmg	Attacks	Attack Spd	Rng	Targets	Bonuses	DPS	DPS w/Bonus

Life	Shields	Armor	Speed	Line of Sight	Size
5		0	2.25	8	

	Armored	Biological	Mechanical	Psionic	Massive	Structure

DISGUISE

Cost	Range
0	0

SPECIAL

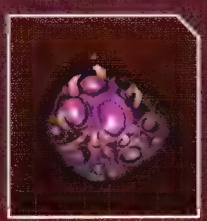
ZERG BUILDINGS

Zerg structures are unique in that rather than having unit-producing buildings, they create unit-enabling structures that allow any Zerg Hatchery to produce units.

The downside to this model is that if an enemy destroys a key unit-enabling structure, none of the Hatcheries can produce that unit any longer. Combined with Zerg's inability to wall-in their bases easily early in the game, it is crucial that you defend your key tech structures. Early military enablers should be carefully placed where your Queen, Drones, and early Zerglings can defend them.

Later in a match, you should protect your important structures, such as the Spire, with Spine or Spore Crawlers, as your opponents will target your military structures during raids.

CREEP TUMOR



Hot Key: C

COST:

Life	Armor	Shields
50	0	

BUILD REQUIREMENTS:

Building Abilities			
Spawn Creep Tumor			
	Time	Range	Effec
	15	10	Creates a new Creep Tumor, one use

HATCHERY

Hot Key: H

COST:

Life	Armor	Energy
1500	1	

BUILD REQUIREMENTS:

NONE

The Hatchery is the hub of all Zerg unit production, as well as the key to unlocking higher tiers of Zerg technology. Hatcheries can be mutated first into a Lair, and later into a Hive. A Lair requires a Spawning Pool, and a Hive requires an Infestation Pit.

Hatcheries (and their upgrades) produce 1 Larva every 15 seconds. Each Larva can always be morphed into a Drone or Overlord. It can also be morphed into any military unit that you have created the enabling structure for.

Hatcheries will store up to 3 Larvae at most. The only way to generate more than 3 (or to generate Larvae more quickly) is to make use of the Queen's Spawn Larvae ability. When a Hatchery has more than 3 Larvae due to Spawn Larvae use, it will not automatically generate more until it drops below 3 Larvae again. Your military and economic production is limited by the number of Hatcheries you have, and the efficiency with which you make use of Spawn Larvae.

Keep your Hatcheries on one hotkey, and all of your Queens on another. This allows you to quickly produce any needed units, and to quickly cast Spawn Larvae on your Hatcheries as new Larvae are created.

Zerg need a second Hatchery up and running quickly to keep up with Terran or Protoss army production. In a late game match, you should have many more created.

Interestingly, once at least one Hatchery has been upgraded to a Lair, any Hatchery can research Lair level upgrades.

Once a Spawning Pool has been built, any Hatchery can produce Queens.

BUILDING PRODUCTION			COST			
Unit		Requirement				
	Queen	Spawning Pool	150	0	2	50

BUILDING UPGRADES			COST			
Upgrade		Requirement				Effect
	Lair	Spawning Pool	150	100	80	Mutates Hatchery into Lair

EXTRACTOR

Hot Key: E

COST:

Life	Armor	Shields
500	1	

The Zerg Extractor is necessary to harvest gas from a geyser.

Due to the low gas cost of early Zerg units, you can occasionally get away with delaying Extractor creation to build up a healthy mineral income. But don't delay if you're planning on upgrading to Lair level quickly.

BUILD REQUIREMENTS:

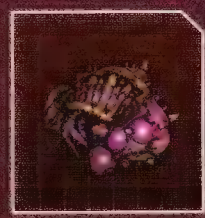
NONE

HATCHERY

EVOLUTION CHAMBER

Hot Key: V

COST:



Life	Armor	Shields
750	1	

The Evolution Chamber holds all ground upgrades for the Zerg. Zerg ground forces all benefit from armor upgrades, but you must choose between melee or missile upgrades. Melee upgrades improve Zerglings, Broodlings, Banelings, and Ultralisks, while missile upgrades help Roaches, Queens, Locusts, and Hydralisks.

If you are investing heavily in a Zerg ground army, multiple Evolution Chambers should be used to speed the research of multiple upgrades.

BUILD REQUIREMENTS:

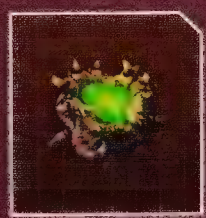
Hatchery

HATCHERY

SPAWNING POOL

Hot Key: S

COST:



Life	Armor	Shields
1000	1	

The Spawning Pool enables the mutation of Zerglings and is a critical early game structure. It is as important to the Zerg as an early Barracks or Gateway for Terran or Protoss armies. The Spawning Pool is also vital as it unlocks the Queen at your Hatchery, a must for Spawn Larvae and helpful for early defense.

The Spawning Pool also unlocks the Spine and Spore Crawlers, the Zerg's defensive turrets. Unlike Terran or Protoss, who must build a separate upgrade structure to unlock their early turrets, Zerg gain access to theirs immediately.

Try to place your Spawning Pool behind your mineral line to give it the most protection by your Queen and Drones.

All Zergling upgrades are purchased at this structure.

BUILD REQUIREMENTS:

Hatchery

HATCHERY

BUILDING UPGRADES		COST			EFFECT
Upgrade	Requirement				
Melee Attacks Level 1		100	100	160	Upgrades all Zerg melee attacks
Melee Attacks Level 2	Lair	150	150	190	Upgrades all Zerg melee attacks
Melee Attacks Level 3	Hive	200	200	220	Upgrades all Zerg melee attacks
Missile Attacks Level 1		100	100	160	Upgrades all Zerg ranged ground attacks
Missile Attacks Level 2	Lair	150	150	190	Upgrades all Zerg ranged ground attacks
Missile Attacks Level 3	Hive	200	200	220	Upgrades all Zerg ranged ground attacks
Ground Carapace Level 1		150	150	160	Upgrades the armor of all Zerg ground units
Ground Carapace Level 2	Lair	225	225	190	Upgrades the armor of all Zerg ground units
Ground Carapace Level 3	Hive	300	300	220	Upgrades the armor of all Zerg ground units

BUILDING UPGRADES		COST			EFFECT
Upgrade	Requirement				
Metabolic Boost		100	100	110	Increases Zergling movement speed
Adrenal Glands	Hive	200	200	130	Increases Zergling attack speed by 20%

ROACH WARREN

Hot Key: R

COST:

Life	Armor	Shields
850	1	

The Roach Warren enables the mutation of Roaches and contains all upgrades for Roaches.

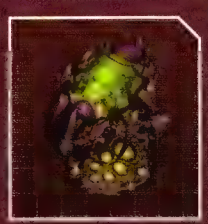
The Roach Warren only costs minerals to create. So if you are delaying your Extractors, you can still create the Warren in preparation for Roach production.

BUILD REQUIREMENTS:

HATCHERY

BUILDING UPGRADES		COST			EFFECT
Upgrade	Requirement				
Glial Reconstitution		100	100	110	Increases Roach movement speed
Tunneling Claws		150	150	110	Enables Roaches to move while burrowed

BANELING NEST



Hot Key: B

COST:

Life	Armor	Shields
850	1	

The Baneling Nest enables mutation of Banelings from Zerglings, and provides an upgrade for Banelings.

BUILD REQUIREMENTS:

HATCHERY

BUILDING UPGRADES		COST			EFFECT
Upgrade	Requirement				
Centrifugal Hooks	Lair	150	150	110	Increases Baneling movement speed

SPINE CRAWLER

Hot Key: C

COST:

Life	Armor	Shields
300	2	

Spine Crawlers are the Zerg's anti-ground turret. They deal solid damage to any hostile ground units in range. Because they are unlocked immediately after building a Spawning Pool, you can use them to help fend off an early game rush.

The Spine Crawler is unique among structures, as it (and its sibling the Spore Crawler) can actually uproot and move! The mobility of Spine and Spore Crawlers allows you to respond to enemy attacks against any structure in your base. Although you should generally build early structures near your worker line, so that early Spine Crawlers can provide coverage for your worker line and structures.

BUILD REQUIREMENTS:

Both the Spine and the Spore Crawler move *very* slowly while off Creep, but they suffer no other adverse effects.

HATCHERY

SPORE CRAWLER

Hot Key: A

COST:

Life	Armor	Shields
400	1	

Spore Crawlers are the Zerg's anti-air turret, and their 'fixed' Detector. As with the Spine Crawler, Spore Crawlers are not actually fixed at all since they can uproot and move around.

This is very helpful on defense. Both to provide protection against enemy air if you are not using Hydralisks or Mutalisks, and because it gives you mobile Detection for base defense, even if you don't have an Overseer handy.

BUILD REQUIREMENTS:

Spore Crawlers have more Life than Missile Turrets and Photon Cannons. They also have a strong and fast anti-air attack. They are ideal for defending against aerial harassment of your Overlords or worker lines.

Because Spore Crawlers can now be accessed without an Evolution Chamber, it is easier to protect against early aerial harassment.

Spore Crawlers have more Life (though less armor) than Spine Crawlers, and they build more quickly.

HATCHERY

LAIR

Hot Key: L

COST: 150 100 80

Life	Armor	Shields
2000	1	

The Lair is upgraded from a Hatchery. This upgrade increases the Life of the structure and unlocks several very useful research options.

BUILD REQUIREMENTS:

Building production			COST			
Unit		Requirement				
	Queen	Spawning Pool	150		2	50

LAIR

HYDRALISK DEN

Hot Key: H

COST: 100 100 40

Life	Armor	Shields
850	1	

This Den unlocks Hydralisks for mutation. As a Zerg's anti-air ground unit, the Hydralisk Den should be built if you are not making use of a Spire. This prepares for an aerial threat if Hydralisks are needed.

Hydralisk upgrades are purchased at the Hydralisk Den.

BUILD REQUIREMENTS:

LAIR

Building Upgrades			COST			EFFECT
Upgrade		Requirement				
	Grooved Spines		150	150	80	Increases Hydralisk attack range
	Muscular Augments		150	150	100	Improves Hydralisk movement speed

BUILDING UPGRADES			COST			Effect
Upgrade		Requirement				
	Hive	Infestation Pit	200	150	100	Mutates Lair into Hive
	Burrow		100	100	100	Grants all Zerg ground units the ability to Burrow
	Pneumatized Carapace		50	50	60	Increases Overlord and Overseer movement speed
	Ventral Sacs		200	200	130	Allows Overlords to transport units

BURROW

Burrow should be researched, unless you have an immediate pressing need for Gas on another structure or tech.

Once researched, all of your ground units gain access to Burrow. This grants you increased protection from worker or Queen raids, better scouting, and improved offense with Banelings, Roaches, Infestors, and your ground army as a whole.

Burrow *forces* your opponent to invest in Detectors, or they hand you a significant advantage.

INFESTATION PIT

Hot Key: I

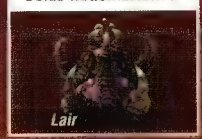
COST: 100 100 50

Life	Armor	Energy

The Infestation Pit enables the mutation of Infestors and Swarm Hosts, and unlocks the ability to upgrade a Lair to a Hive.

Infestor and Locust upgrades are purchased at this building.

BUILD REQUIREMENTS:



LAIR

BUILDING UPGRADES			COST			EFFECT
Upgrade		Requirement				
	Neural Parasite		150	150	100	Allows Infestors to use the Neural Parasite ability
	Pathogen Glands		150	150		Increases Infestor starting Energy by 25
	Evolve Enduring Locusts		200	200		Increases the lifetime of Locusts by 10 seconds

SPIRE

Hot Key: S

COST:

Life	Armor	Shields
850	1	

The Spire is the slowest of all Zerg military structures to be created. It should be built early if you are planning on creating air units.

Be sure to protect your Spire. A Spire lost to a raid is painfully slow to replace. The Spire allows the mutation of Mutalisks and Corruptors, and holds upgrades for all Zerg air units.

A Spire can be mutated into a Greater Spire at the Hive level, enabling the mutation of Brood Lords from Corruptors.

BUILD REQUIREMENTS:

AIR

BUILDING UPGRADES		COST			EFFECT
Upgrade	Requirement				
Mutate into Greater Spire	Hive	100	150	100	Allows Corruptors to Morph into Brood Lords
Flyer Attacks Level 1		100	100	160	Upgrades the attacks of all Zerg air units
Flyer Attacks Level 2	Lair	175	175	190	Upgrades the attacks of all Zerg air units
Flyer Attacks Level 3	Hive	250	250	220	Upgrades the attacks of all Zerg air units
Flyer Carapace Level 1		150	150	160	Upgrades the armor of all Zerg air units
Flyer Carapace Level 2	Lair	225	225	190	Upgrades the armor of all Zerg air units
Flyer Carapace Level 3	Hive	300	300	220	Upgrades the armor of all Zerg air units

NYDUS NETWORK

Hot Key: N

COST:

Life	Armor	Shields
850	1	

BUILD REQUIREMENTS:

The Nydus Network is the Zerg's transportation structure. Once built, Zerg units can enter it as though it were a mobile transport, and exit from any other Nydus Network or Nydus Worm on the map.

Note that while units enter a Nydus tunnel quickly, they do not unload instantly. Keep this in mind when attempting to move your army in response to an attack. Having the Network destroyed with half your army stranded can cause a crushing defeat in battle.

Any Nydus Network has the ability to spawn a Nydus Worm, a special transport structure anywhere on the map. Nydus Worms are cheap to create and build quickly, but they can't be placed in the fog of war. They are more fragile than the Nydus Network itself. Nydus Worms can be used to send a backdoor force to attack an opponent's base, or built beside your army in the field to allow them to instantly return to base.

With multiple Nydus Networks and Worms spread around the map, the Zerg ground army has a frightening amount of mobility. Make use of Worms to move your army on offense, or to recall it from the field for base defense.

Nydus Networks in your base should be placed carefully to minimize their exposure to an enemy ground force, and preferably, protected by Spine and Spore Crawlers along with your other structures.

AIR

Building Abilities			
Summon Nydus Worm			
Cost	Range	Effect	
100 minerals, 100 gas, 20s	Unlimited	Creates a Nydus Worm at target location within line of sight	

NYDUS WORM

Hot Key: N

COST:

Life	Armor	Shields
200	1	

BUILD REQUIREMENTS:

Created by a Nydus Network, the Nydus Worm acts as an entry or exit point to the Nydus tunnel network. It can be created anywhere on the map where you have vision.

Make use of your Overlords, Overseers, Burrow, Changelings, air units, and burrowed Roaches or Infestors to create the vision you need to place a Nydus Worm. Remember that you can always place a Nydus Worm near your army to move it quickly to another Nydus Network or Worm.

Offensively, you can use Nydus Worms to bypass enemy chokepoints. But remember that the Nydus Worm has a construction time, and if spotted, can be easily destroyed. Don't let your whole army be stranded in enemy territory—base raids should be done with a small expendable force, unless you are certain that you can break your opponent with an army push from behind.

AIR

HIVE

Hot Key: H

COST:

Life	Armor	Shields
2500	1	

Upgraded from a Lair, the Hive gains another increase in Life and unlocks the final level of upgrades and structures for the Zerg force. It also enables Viper mutation. Hives gain no additional research or production options over a Lair (though any upgrades you did not research at Lair level can still be found here).

BUILD REQUIREMENTS:

Building production			COST		
Unit		Requirement			
	Queen	Spawning Pool	150	2	50

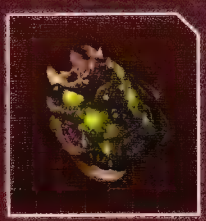
HIVE

BUILDING UPGRADES			COST			
Upgrade		Requirement				EFFECT
	Pneumatized Carapace	None	100	100	60	Increases the movement speed of Overlords and Overseers
	Ventral Sacs	None	200	200	130	Allows Overlords to transport units

ULTRALISK CAVERN

Hot Key: U

COST:



Life	Armor	Shields
850	1	

The Ultralisk Cavern allows the mutation of Ultralisks and contains upgrades for the Ultralisk.

BUILD REQUIREMENTS:

HIVE

BUILDING UPGRADES			COST			
Upgrade		Requirement				EFFECT
	Chitinous Plating		150	150	110	Gives +2 armor to Ultralisks

GREATER SPIRE

Hot Key: G

COST:

Life	Armor	Shields
1000	1	

Mutated from a Spire, the Greater Spire allows Brood Lords to be morphed from Corruptors, in addition to the mutation of Mutalisks and Corruptors.

As with a Spire, upgrades for your air units can be purchased from here.

Even more than the Spire, the Greater Spire has a very long build time. Protect it well!

BUILD REQUIREMENTS:

HIVE

BUILDING UPGRADES			COST			
Upgrade		Requirement				EFFECT
	Flyer Attacks Level 1		100	100	160	Upgrades the attacks of all Zerg air units
	Flyer Attacks Level 2		175	175	190	Upgrades the attacks of all Zerg air units
	Flyer Attacks Level 3		250	250	220	Upgrades the attacks of all Zerg air units
	Flyer Carapace Level 1		150	150	160	Upgrades the armor of all Zerg air units
	Flyer Carapace Level 2		225	225	190	Upgrades the armor of all Zerg air units
	Flyer Carapace Level 3		300	300	220	Upgrades the armor of all Zerg air units

MAPS

Maps are the battlegrounds of *StarCraft II*. Every match is played out on one of many possible battlefields. Learning to adapt to new maps and to fully exploit the features on them are very important skills to master.

When we prepared this section last time, we discussed that there would be hundreds of maps created over time for use in ladders, tournaments, and custom games—and indeed, this has come true and then some.

Maps are rotated regularly in the online ladder, but thankfully, the features that are common to all *StarCraft II* maps have remained the same.

Again, it is important that you understand how to navigate any map, because the maps that you must play on in online matches change over time.

Blizzard has also engaged heavily with the community on map creation, and some maps that you see in the online ladders may well have had their origin as community created maps, or maps specifically built for certain popular tournaments!

MAP FEATURES

We begin with a discussion of features that are common to all *StarCraft II* maps. You can expect to see these features on any official Blizzard map, and many fan made custom maps will make use of some or all of them as well.

STARTING LOCATIONS

The most basic feature of a map is the starting positions for each player. The starting locations are shown on a thumbnail of the map while it is loading, so if you have never played on a map before, use the thumbnail as a guide.

Be sure to send an early worker scout out to explore the starting positions on a map.

When playing on a 1v1 map with only two starting positions, you know where your opponent is, but on any larger map you need to scout out the possible locations of all opponents, and sooner is better than later.

MAP SIZES

Maps in *StarCraft II* vary from small 1v1 maps with little space between bases to sprawling 8 player maps with many starting bases and even more expansion sites.

The size of a map should have a significant impact on your build order and military strategy, as larger maps give more time for technological development, and increase the value of high speed and aerial units.

Conversely, smaller maps make rushes more dangerous, and typically require an earlier focus on basic military development.

The distance between bases increases the strength of a defending army relative to the attackers, because a defender can continue to build up forces while the offensive force travels across the map.

Transport units, air units, high speed units, and speed upgrades are all important for making offensive actions against enemies that are distant from your military production centers.

The number of players also affects the size of a map, in that more players shrinks the available number of expansion sites available to any one player, so a 2v2 on an 8 player map will feel larger than a 4v4 on the same map.

The number of starting locations isn't tied to the size of a map. That is to say, while most of the time, an 8 player map will be physically large, there is nothing preventing a map being created that is 1v1 but very large, or 4v4, but very small.

MINERALS AND VESPENE GAS

All maps have Mineral Fields and Vespene Geysers on them, the source of your economic power.

By default, Mineral Fields have 1500 minerals each, and Vespene Geysers have 2500 gas that can be extracted. There are special High Yield Minerals that are a yellow in color instead of the usual blue, and provide more minerals per harvest.

Expansions that contain Rich Mineral Fields typically have less total patches (often 6 instead of 8), but they provide you with a larger boost to your income in a shorter period of time than a normal expansion site. Because they provide more minerals per harvest, they are also mined out more quickly than a normal Mineral Field.

TERRAIN FEATURES

Terrain has a significant impact on the way that a match plays out, as the interaction between units and terrain affects the outcome of a battle.

Intelligent use of terrain features can allow you to make the best use of the strengths of your troops, and to minimize the strengths of your opponent's army.

HIGH GROUND

Terrain in *StarCraft II* can have multiple levels. To travel between terrain levels, ground units must travel up or down a ramp to change height levels.

Ramps are often very narrow and easily blocked at a players starting base location, but may be wider (sometimes much wider) at other areas on a map.

High (or low) ground provides no direct combat benefit to units in *StarCraft II*, but high ground has a natural benefit in terms of vision, which *can* affect the effectiveness of ranged units.

Units in *StarCraft II* cannot fire on a unit they do not have vision to. If you have a group of ranged units on a higher terrain level than your opponent's forces, and they do not have a unit on the same level, you can freely shoot at his forces, and he cannot retaliate. He will see the units as they fire at him, but he cannot respond in kind.

You can make very good use of this when defending a base that is on a higher level. If you can block your opponent from getting any ground units onto the same level (or kill any that do), you easily repel an attack.

RAMPS IN HEART OF THE SWARM

A quick tip. Blizzard has tinkered with the way vision and abilities work around ramps since the release of ***Wings of Liberty****.*

Pay particular attention to the way that ramps and ramp line of sight interact with Protoss warp tech—it's not quite as easy to sneak warped units onto high ground anymore since Protoss units and buildings cannot be warped in on the high ground from a Pylon on the low ground.

When attacking an enemy who has the high ground advantage, be sure to get vision on the higher level as quickly as possible.

Either make use of special recon abilities, use air units, or sacrifice some ground forces to get that line of sight established.

Many maps have bits of terrain that are on a higher level, but are *not* normally accessible to ground units. You can still take advantage of these by making use of the transport units that your race has access to.

Use transports to place friendly ranged units up on the high ground, and if your opponent has units or buildings in range, you can attack them without any fear of retaliation.

Naturally, your mobility in such locations is restricted, so your opponent can simply move his units out of range, but if he has structures that *are* still in range, there's nothing he can do to stop you from destroying them without transports or air units of his own.

Make use of inaccessible high ground with transports on defense to attack units moving toward your base, and on offense, to harass an opponent's army or damage their base.

Terran Reapers and Protoss Colossi are both custom made ground units for tackling difficult high ground, as they can both simply jump or walk to a different elevation. Use their powers to expand your mobility and scouting options in any situation involving variable terrain heights.

THE FOG OF WAR

When a match begins, you can see the geography of a map, but your vision is grayed out and blocked by the Fog of War where you do not have units or structures—which is almost everywhere as a match begins.

As your units are sent around a map, you are given temporary vision in range of those units, and if you place a unit near a xel'naga tower, you are given a large spherical vision bonus in a radius around the tower.

Enemy units or structures can be hidden in the Fog of War, so it is vital that you have scouts constantly moving out in the map on the path between your bases, so that you can spot an enemy army when it moves, and find any expansion bases.

Aerial units and special recon abilities are also very useful for lifting the Fog of War, as they can provide information on an incoming air assault from your opponent, or spot incoming troops without them knowing you are aware of their advance.

Remember to spread your Supply producers around the outer edges of your base; you should have full vision all around your base well before an enemy can hit you with an aerial Assault. The extra warning can save your workers.

OPEN GROUND

Open ground is simply any area on a map that has wide, flat, unrestricted terrain. These open areas are most useful for melee and short ranged units, so that all of them can get into contact with your opponent's troops and deal maximum damage.

Open ground is also useful for very fast moving units that are good at dancing away from your opponent's troops while pausing momentarily to attack. The more space you have to perform this back and forth combat, the less chance you have of getting stuck on terrain and taking damage or losing units.

Depending on the composition of your army, open ground can be friend or foe. Engage your opponent's army in the open if you can make better use of it than he can.

CHOKE POINTS

In contrast to open ground, chokepoints are areas where the terrain constricts to provide less room for ground troops to move through.

This can be due to high or low ground that creates valleys, ridges, or water that creates a natural barrier for ground troops.

Choke points are typically most useful on defense, and are extremely useful for long ranged units, that can focus fire on shorter ranged or melee troops stuck in the choke point.

Choke points are even more powerful for the defender in situations where the terrain opens up on one side of the choke, so your entire army can be spread around the opening, able to attack your opponents force as it moves through, while part of their force is stuck on the other side of the choke, unable to contribute.

Choke points also magnify the impact of area of effect attacks, as they naturally clump ground units into tight packs where you can inflict heavy damage with your area of effect attacks. Siege Tanks, Widow Mines, burrowed Banelings, Colossi, and other abilities and units can all deal devastating damage to enemies trapped in a choke.

It is possible to hold a choke point with a small number of troops if managed well, but remember that a choke point cannot be defended effectively if your opponent has units or abilities that outrange your defenders. If this happens, either retreat or push through the choke point, then attack his longer ranged units.

On offense, you should always consider whether a given choke point must be assaulted. If it is unnecessary, or it can be avoided, don't do so. Consider if you can make use of cliffwalkers, air units, transports, or alternate routes to avoid the choke.

If you absolutely cannot bypass a choke point, make use of your siege breakers and special abilities that are most effective against stationary defenders. Long range units, area of effect damage, and most caster abilities are all useful for assaulting a defended area.

Bring your Siege Tanks, Brood Lords, Tempests, and so on to help crack a heavily defended position. Pull guards out of position with a Viper's Abduct, or blast the defenders with a well-placed AoE ability.

In some cases, such as a wall-in protecting a choke point, remember what your goal during the assault is—if you only want to bypass the choke point to hit a worker line, punch a hole and do exactly that, don't stay to fight at the choke once it is opened.

CHOKE POINT ABUSE AND AVOIDANCE

Remember, on defense, use choke points to increase the power of your army, but learn to recognize situations where your opponent can bypass or damage your units holding a choke point, and either withdraw your units, or attack his aggressively.

On offense, learn to recognize when you can bypass a choke point entirely, and if you must break it, figure out exactly why you are doing so, and head for that target as soon as the choke is broken.

If your opponent makes use of temporary abilities or abilities dependant on energy to make a choke assault more dangerous, attack to bait the abilities out, then simply retreat!

Energy regenerates very slowly, you can wear down a defender's reserves with constant pressure. Remember that retreat is often a safer option for the attacker than the defender.

ISLANDS

On some maps, due to terrain features, "islands" may be created. These may not be islands in the traditional sense—they might be platforms floating in open space, on lava, or even on the rooftops of a megacity, but for convenience, we refer to any isolated bit of terrain as an island.

As a general rule, you shouldn't expect to encounter island-only maps in the normal Battle.net Ladder rotation, but maps that have varying numbers of islands do exist.

Anti-air ground units should be a priority, just as they are on island only maps, and units strong against your opponent's anti-air units are also useful for ground assaults.

Finally, a map with only a few islands may not require transports at all, depending on their strategic importance—most often, a few isolated islands are designed as potential expansion sites.

DEALING WITH ISLANDS

Terrans have a special advantage on maps with many (or even any) islands, as they can lift off and fly their Command Center, Orbital Command, and any military structures from one island to another.

This isn't a fast process, but it can be done relatively quickly between adjacent islands.

Zerg can make use of their Nydus network to monitor ground army between islands quickly, but the Nydus must be protected carefully, losing one one-light can result in a split army and a crushing defeat.

Protoss can make use of Warp Prisms to project power by using the power field of the Warp Prism to quickly warp units or buildings onto an island.

EXPANSIONS

Another common feature on all maps is expansion sites. An expansion is simply a location on a map with (usually) 8 Mineral Fields and 2 Vespene Geysers.

You will also occasionally see rich mineral expansions that have 6 Rich Mineral Fields and 2 Vespene Geysers.

Many maps have a natural expansion for each player's starting location that is located immediately beside their initial position, and can usually be fairly easily defended.

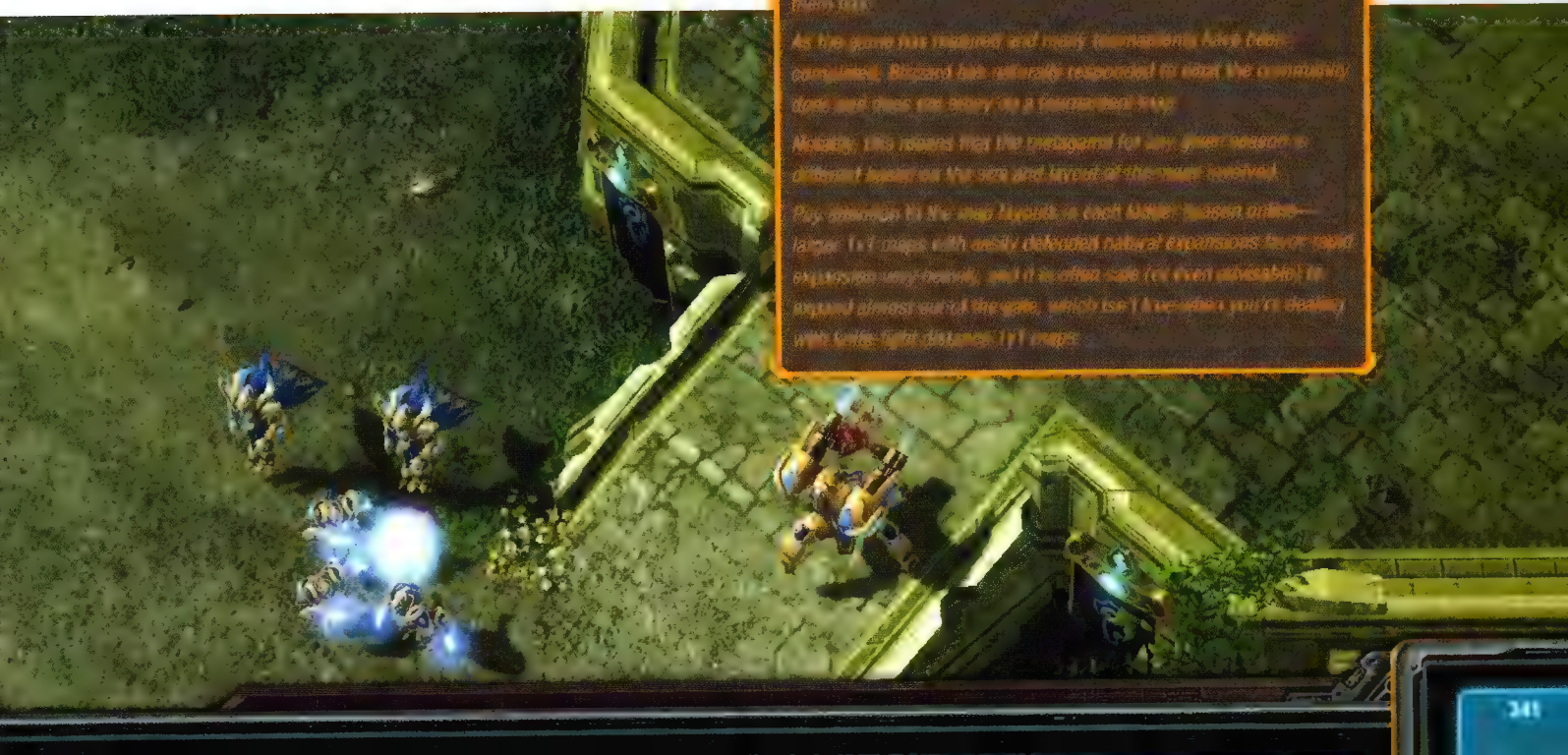
I HEART EXPANSIONS

While the general features that define a map have not changed in any significant manner in ***Heart of the Swarm****, the design behind them has.*

As the game has matured and many tournaments have been completed, Blizzard has naturally responded to what the community does and does not enjoy on a tournament map.

Notably, this means that the metagame for any given season is different based on the size and layout of the maps involved.

Pay attention to the map layouts in each ladder season unless—larger 1v1 maps with easily defended natural expansions favor rapid expansion very heavily, and it is often safe (or even advisable) to expand almost out of the gate, which isn't true when you're dealing with knife-fight distance 1v1 maps.



Other expansion sites on the map are generally more exposed to attack, and rich mineral expansions are almost always in exposed or awkward positions (occasionally with destructible debris blocking ideal core structure placement).

Knowing where the expansions are located is important both for your own expansion, and to locate the likely position of enemy expansions.

As a general rule, expanding to locations close to your main base is safest, simply because any new military units you produce will then have a shorter trip to protect the base, but you can certainly expand to an unusual position, especially on a larger map.

ISLAND EXPANSIONS

Island expansions are a bit more difficult to reach (except for Terrans), and are therefore more easily defensible, as you can build anti-air fixed defenses and know that you'll have protection against the one form of attack that can definitely reach you.

Be wary of Zerg Nydus Worm attacks, transports, and of course, aerial assaults.

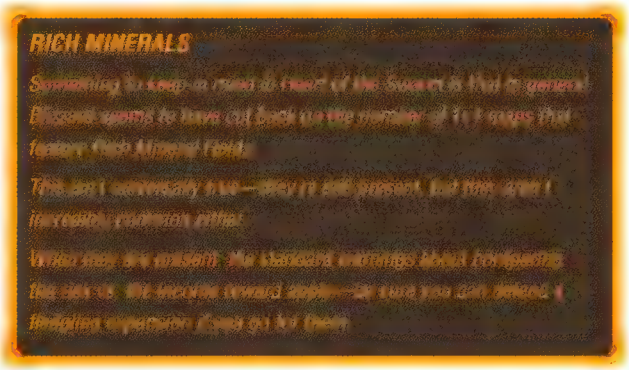
Still, if you can manage it, securing an island expansion can be very useful, as it requires that your opponent make a special effort to eliminate it.

SPECIAL FEATURES

Some features are less common, but still encountered on many maps.

RICH MINERALS

Already discussed, rich minerals have a normal amount of Minerals present (1500 per field), but are *harvested* at a faster rate than normal minerals. Most Rich Mineral Fields are located at expansion sites that are more dangerously exposed or centrally located on a map.



XEL'NAGA TOWERS

Xel'naga towers are important reconnaissance tools. Any friendly unit standing near a xel'naga tower gains vision in a large radius around the tower.

You should always try to have a friendly unit stationed at each xel'naga tower on a map. Don't waste resources fighting over towers if your opponent sends a few military units, just clear out the towers when you make an offensive push with your army and place new lookouts once they are eliminated.

Some maps have no towers, some have a few, and some have many, but on any map that does have the xel'naga towers, be sure to make use of them!

SIGHT BLOCKERS

These can actually be tall alien plants or tall columns of gas, but the important point is their effect.

A sight blocker blocks line of sight from units outside of it, in the same way that high ground would, but you can simply move your units through it.

Consequently, you can "hide" scouts or your army inside a sight blocker, and unless your opponent explicitly places a unit or structure in position near the sight blocker, they will not see your units even if they move within their normal vision range.

Air units always have vision into sight blockers, no matter its elevation.

DESTRUCTIBLE DEBRIS

Several maps have destructible rocks (or other types of debris) placed to block rear routes into bases, or obstruct expansion sites.

Destructible debris have high Life and 3 armor, and are Armored and Structure types, so any units with bonus damage to Armored units or Structures will have that bonus damage against debris.

On many maps, destroying the debris and attacking your opponent's base from the rear access point is a good idea, but expect your opponent to place a Supply structure (or Overlord) near the rocks, and to spot your push.

You may still be able to take down the debris safely if you have enough ranged units, which forces your opponent to defend two access points to his base—always good for you.

In other situations, such as rocks at expansions, you can either clear them out.

Debris typically act as a temporary barrier, preventing an early backdoor rush attack, but become a defensive liability in the midgame, as armies become strong enough to clear out rocks quickly. If there are *any* destructible debris piles near your base that provide a rear entrance, be sure to keep vision on them at all times to alert you to an enemy ground push.

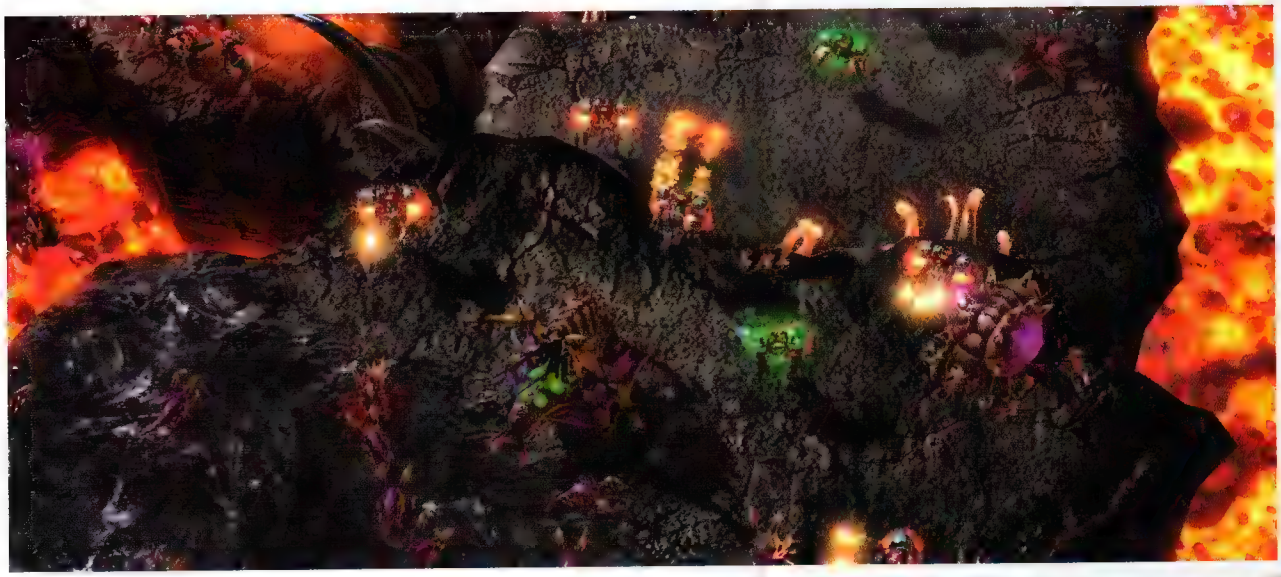
COLLAPSING DEBRIS

New to Heart of the Swarm, *a special type of debris has been added. These are cooling towers, rock spires, etc. that can be destroyed to create a pile of debris.*

These collapsible debris piles are weaker than the normal variety (500 Life, 3 armor, vs 2000 Life and 3 armor for normal debris), and once destroyed, they create a debris pile beside them.

These falling debris deal 500 damage to any structure they hit, so they can destroy weaker structures (military units simply move aside), but their real purpose is to give you the option of creating a barrier.

Because they are considerably weaker than normal rocks, they can be knocked down by any early game military force, typically to close off a route to the enemy (or to screen a retreat!).



MAP OVERVIEW

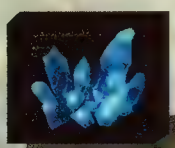
We picked out four representative maps to give you an overview of the various map features as they appear on actual *StarCraft II* ladder maps. In the future, you can expect to see many, *many* more maps added to the game, but the same basic map features and considerations apply.

Once you learn the general structure of a *StarCraft II* map, you can confidently play on any *StarCraft II* map.

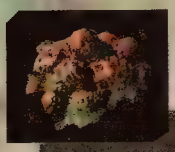
Rich Mineral Fields are harvested at a faster rate than normal Mineral Fields. They are typically located in more dangerous areas.

High ground has a natural benefit in terms of vision, which can affect the effectiveness of ranged units.

Use debris towers to delay an attacking army from entering your base, or to cover a hasty retreat.



The life blood of any army; look for natural mineral expansions around the map to maintain your economy. Never leave them unprotected!



Destructable Rocks offer 2000 Life points of temporary protection to your base from attacking ground forces.

Sight blockers block line of site from units behind it, but you can move your units through it.

Xel'naga towers are typically located near the center of maps, and they provide vision in a large radius around the tower to whoever controls it.

Island expansions can provide a powerful position that is both difficult to attack and easy to strike your opponent.

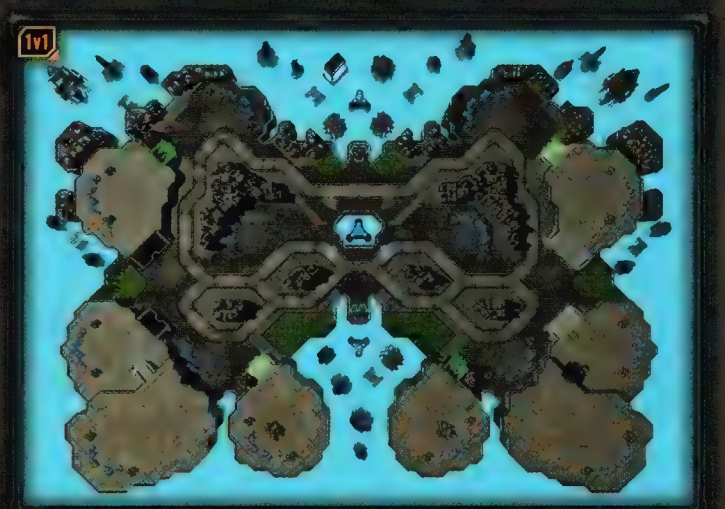
Choke points magnify the impact of area of effect attacks, as they naturally clump ground units into a tight pack.

MAP GALLERY

AKILON WASTES

STAR STATION

KORHAL CITY



NEWKIRK PRECINCT

1V1

BEL'SHIR VESTIAGE

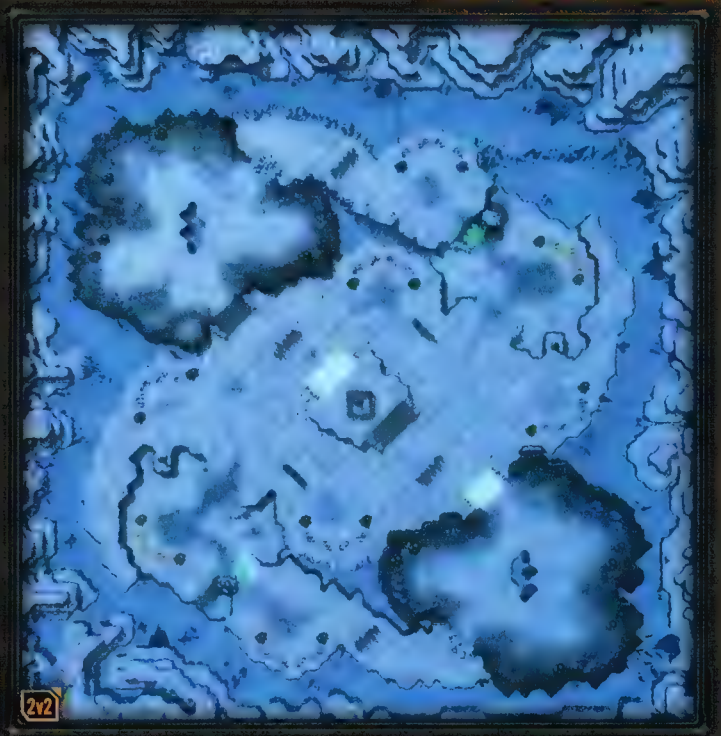
NEO PLANET

WHIRLWIND LE

DAYBREAK LE

GRAYSTONE RAVINE

REFLECTION



HUNTING GROUND

THE BONE TRENCH

2V2

OVERWATCH

DESOLATE STRONGHOLD

MOLTEN CRATER

THE BONEYARD

QUEEN'S NEST

RESEARCH COMPLEX

SANDS OF STRIFE

SHADOW REACTOR

3V3

VAULT OF SECRETS

GREEN ACRES

SILENT DUNES

TEMPLE OF THE PRESERVERS

CELESTIAL BASTION

ATLAS STATION

FALLOUT ZONE

SKY HARVESTER

4V4

VOLCANIC RIDGE

DEADLOCK RIDGE

DISTRICT 10

FOSSILE QUARRY

FFA

FRACTURED GLACIER

QUICKSAND

ABYSS

TECTONIC RIFT

ACHIEVEMENTS

Name	Pts	Umoja Missions	Portrait Reward
Lab Rat	10	Complete the "Lab Rat" mission in the *Heart of the Swarm* campaign.	
Mighty Mouse	10	Destroy 35 Sentry Bots in the "Lab Rat" mission	
Rat Race	10	Complete the "Lab Rat" mission in less than 10 minutes on Normal difficulty.	
Back in the Saddle	10	Complete the "Back in the Saddle" mission in the *Heart of the Swarm* campaign	
Full Throttle	10	Prevent the Dominion from destroying a Tram Engine during the Tram Ride in the "Back in the Saddle" mission.	
Brutal Legend	10	Don't take damage from the Archangel in the "Back in the Saddle" mission on Normal Difficulty	
Rendezvous	10	Complete the "Rendezvous" mission in the *Heart of the Swarm* campaign.	
First Strike	10	Destroy 15 enemy structures before Naktul's forces arrive in the "Rendezous" mission .	
Zerg Save the Queen	10	Rescue all trapped Swarm Queens before Naktul's forces arrive in the "Rendezvous" mission on Normal Difficulty.	
Bonus Objectives: Umojan	10	Complete all Bonus Objectives in each of the Umojan Missions. - Lab Rat - Back in the Saddle - Rendezvous	
Umojan Missions	20	Complete all the Umojan mission achievements - Lab Rat - Mighty Mouse - Rat Race - Back in the Saddle - Full Throttle - Brutal Legend - Rendezvous - First Strike - Zerg Save the Queen -Bonus Objectives: Umojan	

Name	Pts	Char Missions	Portrait Reward
Domination	10	Complete the "Domination" mission in the *Heart of the Swarm* campaign.	
Poached Eggs	10	Hatch all 6 Baneling Nests in the "Domination" mission before collecting 100 eggs.	
No Egg for You	10	Don't let Zagara collect an Egg in the "Domination" mission on Normal Difficulty.	
Fire in the Sky	10	Complete the "Fire in the Sky" mission in the *Heart of the Swarm* campaign	
Red Alert	10	Don't let 5 units die to the Gorgon Battlecruiser in the "Fire in the Sky" mission.	
Conquer & Command	10	Destroy 3 Orbital Command structures in the "Fire in the Sky" mission on Normal Difficulty.	
Old Soldiers	10	Complete the "Old Soldiers" mission in the *Heart of the Swarm* campaign.	
Nuclear Launch Rejected	10	Destroy 20 enemy structures before the 1st Nuclear Strike in the "Old Soldiers" mission.	
Recalled Down the Thunder	10	Complete the "Old Soldiers" mission in less than 20 minutes on Normal Difficulty.	
Bonus Objectives: Char	10	Complete all Bonus Objectives in each of the Char Missions. - Domination - Fire in the Sky - Old Soldiers	
Char Missions	20	Complete all the Char mission achievements. - Domination - Poached Eggs - No Egg for You - Fire in the Sky - Red Alert - Conquer & Command - Old Soldiers - Nuclear Launch Rejected - Recalled Down the Thunder - Bonus Objectives: Char	

Name	Pts	Kaldir Missions	Portrait Reward
Harvest of Screams	10	Complete the "Harvest of Screams" mission in the *Heart of the Swarm* campaign.	
Ice Breaker	10	Destroy 20 unfrozen enemy structures in the "Harvest of Screams" mission.	
Storm Chaser	10	Complete the "Harvest of Screams" mission in less than 15 minutes on Normal difficulty.	
Shoot the Messenger	10	Complete the "Shoot the Messenger" mission in the *Heart of the Swarm* campaign	
Warp in Peace	10	Don't let a Protoss Shuttle begin Warping Out in the "Shoot the Messenger" mission.	
Extreme Nexism	10	Destroy 2 Protoss Nexuses in the "Shoot the Messenger" mission on Normal difficulty.	
Enemy Within	10	Complete the "Enemy Within" mission in the *Heart of the Swarm* campaign.	
Biomass Effect	10	Collect 450 Biomass in the "Enemy Within" mission.	
Failure to Launch	10	Don't let an Escape Pod reach less than 20 seconds in the "Enemy Within" mission on Normal difficulty.	
Bonus Objectives: Kaldir	10	Complete all Bonus Objectives in each of the Kaldir Missions - Harvest of Screams - Shoot the Messenger - Enemy Within	
Kaldir Missions	20	Complete all the Kaldir mission achievements. - Harvest of Screams - Ice Breaker - Storm Chaser - Shoot the Messenger - Warp in Peace - Extreme Nexism - Enemy Within - Biomass Effect - Failure to Launch - Bonus Objectives. Kaldir	

Name	Pts	Zerus Missions	Portrait Reward
Waking the Ancient	10	Complete the "Waking the Ancient" mission in the *Heart of the Swarm* campaign.	
A Game of Drones	10	Don't lose more than 3 Drones in the "Waking the Ancient" mission	
Rude Awakening	10	Kill 4 Primal Hives in the "Waking the Ancient" mission on Normal difficulty.	
The Crucible	10	Complete "The Crucible" mission in the *Heart of the Swarm* campaign.	
Epic Meal Time	10	Kill 75 enemy units with Primal Spawn Locusts in "The Crucible" mission.	
Can't Touch This Chrysalis	10	Complete "The Crucible" mission without Kerrigan's Chrysalis taking any damage on Normal difficulty	
Supreme	10	Complete the "Supreme" mission in the *Heart of the Swarm* campaign.	
Endandgered Species	10	Kill 500 enemy units with Kerrigan in the "Supreme" mission.	
Queen of the Jungle	10	Complete the "Supreme" mission without letting Kerrigan drop below 100 life on Normal difficulty.	
Bonus Objectives: Zerus	10	Complete all Bonus Objectives in each of the Zerus Missions. - Waking the Ancient - The Crucible - Supreme	
Zerus Missions	20	Complete all the Zerus mission achievements. - Waking the Ancient - A Game of Drones - Rude Awakening - The Crucible - Epic Meal Time - Can't Touch This Chrysalis - Supreme - Endandgered Species - Queen of the Jungle Bonus Objectives Zerus	

Name	Pts	Skygeirr Missions	Portrait Reward
Just Getting Inside	10	Complete the "Infested" mission in the *Heart of the Swarm* campaign.	
Master of Puppets	10	Kill 60 enemy units with Parasitic Dominated terran units in the "Infested" mission.	
Spreading the Disease	10	Infest all garrisons without losing a Virophage in the "Infested" mission on Normal difficulty.	
Hand of Darkness	10	Complete the "Hand of Darkness" mission in the *Heart of the Swarm* campaign.	
Shattered Command	10	Destroy 2 Command Centers in the "Hand of Darkness" mission.	
Power Underwhelming	10	Destroy 3 Hybrid Holding Cells before the Hybrid are released in the "Hand of Darkness" mission on Normal difficulty	
Phantoms of the Void	10	Complete the "Phantoms of the Void" mission in the *Heart of the Swarm* campaign.	
The Phantoms Menaced	10	Kill 2 Hybrid within 20 seconds of each other in "Phantoms of the Void" on Normal difficulty.	
Stukov Strikes Back	10	Don't let Stukove Die in the "Phantoms of the Void" mission.	
Bonus Objectives: Skygeirr	10	Complete all Bonus Objectives in each of the Skygeirr Missions. - Infested - Hand of Darkness - Phantoms of the Void	
Skygeirr Missions	20	Complete all the Skygeirr mission achievements. - Just Getting Inside - Master of Puppets - Spreading the Disease - Hand of Darkness - Shattered Command - Power Underwhelming - Phantoms of the Void - The Phantoms Menaced - Stukov Strikes Back - Bonus Objectives: Skygeirr	

CAMPAIGN

Name	Pts	Deep Space Missions	Portrait Reward
With Friends Like These...	10	Complete the "With Friends Like These..." mission in the *Heart of the Swarm* campaign	
MinedCraft	10	Collect every mineral pickup with the *Hyperion* in the "With Friends Like These..." mission.	
Space Ace	10	Don't let a Mag Mine hit the *Hyperion* in the "With Friends Like These..." mission on Normal difficulty.	
Conviction	10	Complete the "Conviction" mission in the *Heart of the Swarm* campaign.	
Staying Alive	10	Prevent Kerrigan's life from dropping below 50% in the "Conviction" mission	
Saturday Night Fever	10	Reach the Prison Deck with Kerrigan in less than 8 minutes in the "Conviction" mission on Normal difficulty.	
Bonus Objectives: Deep Space	10	Complete all Bonus Objectives in each of the Deep Space Missions. - With Friends Like These... - Conviction	
Deep Space Missions	20	Complete all the Deep Space mission achievements. - With Friends Like These... - MinedCraft - Space Ace - Conviction - Staying Alive - Saturday Night Fever - Bonus Objective: Deep Space	

Name	Pts	Final Missions	Portrait Reward
Planetfall	10	Complete the "Planetfall" mission in the *Heart of the Swarm* campaign.	
Fully Operational	10	Don't lose a Bile Launcher in the "Planetfall" mission.	
Death Start	10	Destroy 3 Augustgrad Gates before the 5th Bile Launcher lands in the "Planetfall" mission on Normal difficulty.	
Death from Above	10	Complete the "Death from Above" mission in the *Heart of the Swarm* campaign.	
Terran Up the Sky	10	Destroy 20 enemy structures before the 2nd Psi-Destroyer field activation in the "Death from Above" mission.	
Apex Predator	10	Don't let Dehaka die while destroying a Power Link in the "Death from Above" mission on Normal difficulty	
The Reckoning	10	Complete "The Reckoning" mission in the *Heart of the Swarm* campaign.	
Swarm Guardian	10	Prevent the *Hyperion* from taking damage in "The Reckoning" mission.	
Zerg Rush	10	Complete "The Reckoning" mission in less than 25 minutes on Normal difficulty.	
Bonus Objectives: Final	10	Complete all Bonus Objectives in each of the Final Missions. - Planetfall - Death from Above - The Reckoning	
Final Missions	20	Complete all the Final mission achievements. - Planetfall - Fully Operational - Death Start - Death from Above - Terran Up the Sky - Apex Predator - The Reckoning - Swarm Guardian - Zerg Rush - Bonus Objectives: Final	

Name	Pts	Story Mode	Portrait Reward
Umoja Missions	10	Complete the Umoja Missions in the *Heart of the Swarm* campaign.	Valerian
Char Missions	10	Complete the Char Missions in the *Heart of the Swarm* campaign.	Zagara
Kaldir Missions	10	Complete the Kaldir Missions in the *Heart of the Swarm* campaign.	Lasarra
Zerus Missions	10	Complete the Zerus Missions in the *Heart of the Swarm* campaign.	Dehaka
Skygeirr Missions	10	Complete the Skygeirr Station Missions in the *Heart of the Swarm* campaign.	Stukov
Space Missions	10	Complete the Space Missions in the *Heart of the Swarm* campaign.	Mira Horner
Heart of the Swarm	10	Complete the *Heart of the Swarm* campaign.	Primal Kerrigan
Visionary	10	On Char, teach Zagara what it means to be the ruler of the Swarm.	
xel'naga Secrets	10	Discover the true purpose of the xel'naga artifact while at the Skygeirr Platform.	
Judgement Day	10	Discover Zeratul's next destination.	
StarTours	10	Click on each object viewable from the *Leviathan*.	Izsha
Fashion Statement	10	Show off your new look to the following characters. (Izsha, Abathur, Zurvan)	
For the Swarm!	10	Mutate each Zerg unit in the Evoltuion Pit.	
Abathur's Cookbook	10	Complete all the Evolution Missions.	Abathur
Rally the Troops	10	Speak to the following characters before assaulting Mengsk's Palace on Korhal. (Abathur, Zagara, Dehaka, Stukov, Izsha)	
Kerrigan Power: 10	10	Reach Kerrigan level 10 in the *Heart of the Swarm* campaign.	
Kerrigan Power: 20	10	Reach Kerrigan level 20 in the *Heart of the Swarm* campaign.	
Kerrigan Power: 30	10	Reach Kerrigan level 30 in the *Heart of the Swarm* campaign.	
Kerrigan Power: 40	10	Reach Kerrigan level 40 in the *Heart of the Swarm* campaign.	
Kerrigan Power: 50	10	Reach Kerrigan level 50 in the *Heart of the Swarm* campaign.	
Kerrigan Power: 60	10	Reach Kerrigan level 60 in the *Heart of the Swarm* campaign.	
Kerrigan Power: 70	10	Reach Kerrigan level 70 in the *Heart of the Swarm* campaign.	Ghost Kerrigan
Heart of the Swarm: Normal	[40]	Complete [5/10/15/20] *Heart of the Swarm* campaign missions on Normal difficulty.	
Heart of the Swarm: Hard	[40]	Complete [5/10/15/20] *Heart of the Swarm* campaign missions on Hard difficulty.	(Zurvan 20 Missions)
Heart of the Swarm: Brutal	[40]	Complete [5/10/15/20] *Heart of the Swarm* campaign missions on Brutal difficulty.	(Narud 20 Missions)
Swarm Domination	10	Complete all the Story Mode Reward achievements. - For the Swarm! - Abathur's Cookbook - Kerrigan Power 70	

CAMPAIGN

Name	Pts	Kerrigan	Portrait Reward
Smoking Corpses	10	Kill 50 enemy units or structures with Kinetic Blast.	
Leaping Death	10	Deal 15,000 damage with Leaping Strike	
Get a Grip	10	Target and hit 150 enemy units with Crushing Grip	
Unchained	10	Deal 5,000 damage with Chain Reaction.	
Shifted Priorities	10	Deal 5,000 damage with Psionic Shift	
Endless Swarm	10	Reconstitute 500 zerglings with Zergling Reconstitution	
Where the Wild Things Are	10	Target and hit 100 friendly units with Wild Mutation.	
So Many Banelings!	10	Kill 100 enemy units or structures with Spawn Banelings.	
Worker Rush	10	Morph 36 sets of Drones with the Twin Drones ability active.	
Surprise!	10	Kill 100 enemy units with the Infest Broodlings ability active	
To The Limit!	10	Maintain Kerrigan's Fury for 60 seconds with Fury.	
Spammer	10	Use 4 abilities within 10 seconds with Ability Efficiency	
Air Drop	10	Use Drops-Pods 3 times in a single mission.	
Release the Kraken	10	Use a Leviathan to kill 25 enemy units or structures in a single mission	
Apocalypse Now	10	Use Apocalypse to kill 50 enemy units or structures in a single mission.	
Kerrigan Domination	20	Complete all the Kerrigan achievements. - Kinetic Blast - Leaping Strike - Get a Grip - Chain Reaction - Psionic Shift - Endless Swarm - Where the Wild Things Are - So Many Banelings! - Worker Rush - Surprise! - To The Limit! - Spammer - Air Drop - Release the Kraken - Apocalypse Now	

Name	Pts	Mastery	Portrait Reward
Mad Dash	10	Destroy 3 Factories in the "Lab Rat" mission in less than 10 minutes on Hard difficulty.	
Nick of Time	10	Complete "Back in the Saddle" with more than 40 seconds on each lockdown on Hard difficulty.	
Premature Evacuation	10	Destroy all Dominion Structures in the "Rendezvous" mission before Naktul's brood arrives on Hard difficulty.	
Shutout	10	Destroy Zagara's base in the "Domination" mission in less than 14 minutes on Hard difficulty before collecting 100 eggs.	
Going, Going, Gorgon!	10	Destroy 4 Gorgon Battlecruisers within 120 seconds in the "Fire in the Sky" mission on Hard difficulty.	
Home Wrecker	10	Destroy the Planetary Fortress in the "Old Soldiers" mission before the nuclear strike on Hard difficulty.	
Psi-lence is Golden	10	Complete all objectives in less than 12 minutes in the "Harvest of Screams" mission on Hard difficulty.	
My Cool Bay Explosions	10	Destroy all 3 Protoss Docking Bays in the "Shoot the Messenger" mission on Hard difficulty.	
Monster Smash	10	Kill enemy units with the Giant Ursadon in the "Enemy Within" mission on Hard difficulty	
Whack-A-Brakk	10	Don't let Brakk destroy any Biomass in the "Waking the Ancient" mission on Hard difficulty.	
Short Life Expectancy	10	Kill the Tyrannozor in under 1 minute after it appears in "The Crucible" mission on Hard difficulty.	
Whose Queen Reigns Supreme?	10	Complete the "Supreme" mission in less than 12 minutes on Hard difficulty.	
Once, Twice, Three Times Malady	10	Complete the "Infested" mission before the Dominion gas the Platform a 3rd time on Hard difficulty.	
Dominion Domination	10	Kill 3 Hybrid Dominators with Terran units in the "Hand of Darkness" mission on Hard difficulty.	
No-toss	10	Destroy all protoss structures in the "Phantoms of the Void" mission on Hard difficulty	
Ludicrous Speed!	10	Complete the "With Friends Like These. . ." mission in less than 11 minutes on Hard difficulty.	
Fast Break	10	Complete the "Conviction" mission in less than 10 minutes on Hard difficulty.	
Crash the Party	10	Destroy all Dominion structures in "Planetfall" mission before the 5th Bile Launcher lands on Hard difficulty.	
Missing Link	10	Complete the "Death From Above" mission before destroying the final power link on Hard difficulty	
Speed Bump	10	Destroy the Odin in "The Reckoning" mission before Mengsk sends it at Raynor on Hard difficulty	

FEATS

Name	Pts	Feats of Strength	Reward
The Scenic Route	0	Destroy all Zerg structures in "The Devil's Playground" mission on Normal difficulty	
You're So Crazy!	0	Destroy all Protoss structures in the "Welcome to the Jungle" mission on Normal difficulty.	
Monster Mash	0	Use the A.R.E.S to kill the Brutalisk in the "Piercing the Shroud" mission on Normal difficulty.	
Devoted Fan	0	Purchase *StarCraft II Wings of Liberty* Collector's Edition	Raynor Marine / Tauren Marine / Night Elf Banshee / Diablo Marine // DECALS Alliance Symbol / Horde Symbol / Diablo Skull
Devoted Fan, Too!	0	Purchase *StarCraft II Heart of the Swarm* Collector's Edition	
Hot Shot	0	Finish a Qualification round with an undefeated record.	
I'm Beta Than you!	0	Participated in the *StarCraft II Heart of the Swarm* Beta.	

ARCADE

Name	Pts	StarCraft Master
StarCraft Pupil	10	Complete any 10 rounds in "StarCraft Master".
StarCraft Master	10	Complete all 30 rounds in "StarCraft Master".
Safe Zone	10	Complete round 8 in "StarCraft Master" without losing any Stalkers.
Whack-a-Roach	10	Complete round 9 in "StarCraft Master" in under 45 seconds.
Blink of an Eye	10	Complete round 24 in "StarCraft Master" without losing any Stalkers.

Name	Pts	Aiur Chef
Executor Chef	10	Win a game of Aiur Chef
Virtuoso	10	Cook at least one of each dish in all three rounds of one game of Aiur Chef.
Supreme Cuisine	10	Score 2000 points in a game of Aiur Chef
The Heat is On	10	Kill another zealot chef when hit by the Great Equalizer.
Allez Cuisine!	10	Cook two dishes within 30 seconds of each other.

Name	Pts	StarJeweled
Tag Team	10	Win a 2v2 game of 'StarJeweled' with no A.I. players.
Jewel Crafter	10	Win a 1v1 game of 'StarJeweled against a Medium A.I. opponent.
Jewel Star	10	Win a 1v1 game of 'StarJeweled against a Hard A.I. opponent.
Jewel Super Star	10	Win a 1v1 game of 'StarJeweled against a Very Hard A.I. opponent
Jewel Rock Star	10	Win a 1v1 game of 'StarJeweled against an Elite A.I. opponent.
Jewel of Denial	10	Heal 3000 points of damage in a game of 'StarJeweled' using the Healing Wave ability.
World of Orecraft	10	Do a 6 combo gem break and receive "For the Swarm" notification in a game of 'StarJeweled'

Name	Pts	Left 2 Die
Live and Let Die	10	Complete "Left 2 Die" on Normal Difficulty.
Please Hammer, Don't Hurt 'Em	10	Kill a Stank before it kills anything on Hard difficulty.
Die Another Day	10	Complete the "Left 2 Die" scenario on Hard difficulty.
Here Comes the Hammer	10	Complete the "Left 2 Die" scenario before the fifth night on Brutal difficulty.
License to Kill	10	Complete the "Left 2 Die" scenario on Brutal Difficulty
Night of the Living	10	Survive 5 Infested Horde Attacks in the "Night 2 Die" mode of the "Left 2 Die" scenario.
Night of the Living II	10	Survive 10 Infested Horde Attacks in the "Night 2 Die" mode of the "Left 2 Die" scenario
Night of the Living III	10	Survive 15 Infested Horde Attacks in the "Night 2 Die" mode of the "Left 2 Die" scenario

CUSTOM GAME

Name	Pts	Very Easy A.I.	Portrait Reward
Terran A.I. Romp	[40]	Win [10/25/50/100] evenly matched Custom Games as Terran against Very Easy A.I. opponents.	
Zerg A.I. Romp	[40]	Win [10/25/50/100] evenly matched Custom Games as Zerg against Very Easy A.I. opponents	
Protoss A.I. Romp	[40]	Win [10/25/50/100] evenly matched Custom Games as Protoss against Very Easy A.I. opponents.	
Random A.I. Romp	[40]	Win [10/25/50/100] evenly matched Custom Games as Random against Very Easy A.I. opponents.	
Very Easy FFA	10	Win a Free-For-All Multiplayer Custom Game against 7 Very Easy A.I. opponents.	
Very Easy Blitz	10	Win a 1 vs 1 Multiplayer Custom Game against a Very Easy A.I. opponent in under 5 minutes.	
Very Easy A.I. Crusher	20	Complete all the Very Easy A.I achievements. - Terran A.I. Romp - Zerg A.I. Romp - Protoss A.I. Romp - Random A.I. Romp - Very Easy FFA - Very Easy Blitz	

Name	Pts	Medium A.I.	Portrait Reward
Medium A.I. Romp	[40]	Win [10/25/50/100] evenly matched Custom Games against Medium A.I. opponents.	
Medium FFA	10	Win a Free-For-All Multiplayer Custom Game against 7 Medium A.I. opponents	
Medium Blitz	10	Win a 1 vs 1 Multiplayer Custom Game against a Medium A.I. opponent in under 5 minutes.	
3v3 Mix vs Medium A.I.	10	Win a 3 vs 3 Multiplayer Custom Game with Medium A.I. allies using all three races against Medium A.I opponents.	
3v3 vs Medium A.I. Mix	10	Win a 3 vs 3 Multiplayer Custom Game with Medium A.I. allies against all three races of Medium A.I opponents.	
4v4 Kin vs Medium A.I.	10	Win a 4 vs 4 Multiplayer Custom Game with Medium A.I. allies using the following race combinations against Medium A.I. opponents. - 4 Terran - 4 Protoss - 4 Zerg	
4v4 vs Medium A.I. Kin	10	Win a 4 vs 4 Multiplayer Custom Game with Medium A.I. allies against the following race combinations using Medium A.I. opponents. - 4 Terran - 4 Protoss - 4 Zerg	
Medium A.I. Crusher	20	Complete all the Medium A.I. achievements. - Medium A.I. Romp: 100 - Medium FFA - Medium Blitz - 3 vs 3 Mix vs Medium A.I. - 3 vs 3 vs Medium A.I. Mix - 4 vs 4 Kin vs Medium A.I. - 4 vs 4 vs Medium A.I. Kin	

CUSTOM GAME

Name	Pts	Very Harde A.I.	Portrait Reward
Very Hard A.I. Romp	[40]	Win [10/25/50/100] evenly matched Custom Games against Very Hard A.I. opponents.	
Very Hard FFA	10	Win a Free-For-All Multiplayer Custom Game against 7 Very Hard A.I. opponents	
Very Hard Blitz	10	Win a 1v1 Multiplayer Custom Game against a Very Hard A.I. opponent in under 5 minutes.	
3v3 Mix vs Very Hard A.I	10	Win a 3v3 Multiplayer Custom Game with Very Hard A.I. allies using all three races against Very Hard A.I opponents.	
3v3 vs Very Hard A.I. Mix	10	Win a 3v3 Multiplayer Custom Game with Very Hard A.I. allies against all three races of Very Hard A.I opponents.	
4v4 Kin vs Very Hard A I.	10	Win a 4v4 Multiplayer Custom Game with Very Hard A.I. allies using the following race combinations against Very Hard A.I. opponents. - 4 Terran - 4 Protoss - 4 Zerg	
4v4 vs Very Hard A.I. Kin	10	Win a 4v4 Custom Game with Harder A.I. allies against the following race combinations using Very Hard A I. opponents. - 4 Terran - 4 Protoss - 4 Zerg	
Very Hard A.I. Crusher	20	Complete all the Harder A.I. achievements. - Very Hard A.I. Romp: 100 - Very Hard FFA - Very Hard Blitz - 3v3 Mix vs Very Hard A.I. - 3v3 vs Very Hard A I Mix - 4v4 Kin vs Very Hard A I - 4v4 vs Very Hard A I Kin	

Name	Pts	Insane A.I.	Portrait Reward
Insane A.I. Romp	[40]	Win [10/25/50/100] evenly matched Custom Games against Insane A.I. opponents.	
Insane FFA	10	Win a Free-For-All Multiplayer Custom Game against 7 Insane A.I. opponents.	Colonel Orlan Portrait
Insane Blitz	10	Win a 1v1 Multiplayer Custom Game against an Insane A.I. opponent in under 5 minutes.	
3v3 Mix vs Insane A.I.	10	Win a 3v3 Multiplayer Custom Game with Insane A.I. allies using all three races against Insane A.I opponents.	
3v3 vs Insane A I. Mix	10	Win a 3v3 Multiplayer Custom Game with Insane A.I. allies against all three races of Insane A.I opponents.	
4v4 Kin vs Insane A I	10	Win a 4v4 Multiplayer Custom Game with Insane A I. allies using the following race combinations against Insane A I opponents - 4 Terran - 4 Protoss - 4 Zerg	
4v4 vs Insane A.I. Kin	10	Win a 4v4 Multiplayer Custom Game with Insane A.I allies against the following race combinations using Insane A.I. opponents. - 4 Terran - 4 Protoss - 4 Zerg	
Insane A.I. Crusher	20	Complete all the Insane A.I. achievements - Insane A.I. Romp: 100 - Insane FFA - Insane Blitz - 3v3 Mix vs Insane A.I. - 3v3 vs Insane A.I. Mix - 4v4 Kin vs Insane A.I. - 4v4 vs Insane A.I. Kin	

Name	Pts	Outmatched	Portrait Reward
Outmatched: 2 Medium A.I.	10	Win a 1 vs 2 Multiplayer Custom Game with no Allies against 2 Medium A.I. opponents.	
Outmatched: 3 Medium A.I	10	Win a 1 vs 3 Multiplayer Custom Game with no Allies against 3 Medium A.I. opponents.	
Outmatched: 4 Medium A.I.	10	Win a 1 vs 4 Multiplayer Custom Game with no Allies against 4 Medium A.I. opponents.	
Outmatched. 2 Hard A.I.	10	Win a 1 vs 2 Multiplayer Custom Game with no Allies against 2 Hard A.I. opponents.	
Outmatched: 3 Hard A.I.	10	Win a 1 vs 3 Multiplayer Custom Game with no Allies against 3 Hard A.I. opponents.	
Outmatched: 4 Hard A.I	10	Win a 1 vs 4 Multiplayer Custom Game with no Allies against 4 Hard A.I opponents	
Outmatched: 2 Very Hard A.I.	10	Win a 1 vs 2 Multiplayer Custom Game with no Allies against 2 Very Hard A.I. opponents.	
Outmatched: 3 Very Hard A.I.	10	Win a 1 vs 3 Multiplayer Custom Game with no Allies against 3 Very Hard A.I. opponents.	
Outmatched: 4 Very Hard A.I.	10	Win a 1 vs 4 Multiplayer Custom Game with no Allies against 4 Very Hard A.I. opponents.	
Outmatched: 2 Insane A.I.	10	Win a 1 vs 2 Multiplayer Custom Game with no Allies against 2 Insane A.I. opponents.	
Outmatched Crusher	20	Complete all the Outmatched achievements. - Outmatched: 2 Medium A.I. - Outmatched. 3 Medium A.I. - Outmatched: 4 Medium A.I. - Outmatched: 2 Hard A.I. - Outmatched: 3 Hard A.I. - Outmatched: 4 Hard A.I. - Outmatched: 2 Very Hard A.I - Outmatched: 3 Very Hard A.I. - Outmatched: 4 Very Hard A.I. - Outmatched: 2 Insane A.I	

EVOLUTION

Name	Pts	Guide Two	Notes	Portrait Reward
Challenge Accepted Too!	10	Complete 6 challenge missions with a Bronze rating or higher		
Custom Game Terran	10	Win 3 solo evenly matched Custom Games as Terran against any A.I. opponents.		
Custom Game Protoss	10	Win 3 solo evenly matched Custom Games as Protoss against any A.I. opponents		
Custom Game Zerg	10	Win 3 solo evenly matched Custom Games as Zerg against any A.I. opponents.		
Qualified for Action	10	Play enough qualifying games to get placed in a Matchmaking Ranked League.		
Medal of Valor	20	Complete all the Guide Two achievements. " - Challenge Accepted Too! - Custom Game Terran - Custom Game Protoss - Custom Game Zerg - Qualified for Action"		Panda Marine

Name	Pts	Guide Three	Notes	Portrait Reward
Challenge Completed	10	Complete all the challenge missions with a Bronze rating or higher.		
Flying Solo	10	Win 5 1v1 Multiplayer Unranked or Ranked games.	Can be achieved playing any race	
Free-For-All Crusher	10	Destroy a total of 100 enemy units in Free-for-All Quick Match games.		
That's Teamwork	10	Win 5 Team Multiplayer Unranked or Ranked games.	Can be achieved playing any race	
Play Replay	10	Watch any Battle.net Replay.		
Medal of Honor	20	Complete all the Guide Three achievements. - Challenge Completed - Free-For-All Crusher - Play Replay - Flying Solo That's Teamwork		Wolf Marine

Name	Pts	Guide Four	Notes	Portrait Reward
Training: Stage 1	10	Complete Training stage 1.	Beat basic training	
Training: Stage 2	10	Complete Training stage 2.	Beat intermediate training	
Training: Stage 3	10	Complete Training stage 3 with all three races. - Protoss - Terran - Zerg	Beat advance w/ 3 races	
Race Level 5	10	Reach Terran, Zerg, or Protoss Level 5.	Can be achieved playing any race	
Medal of Competency	20	Complete all the Guide Four achievements. - Training: Stage 1 - Training: Stage 2 - Training: Stage 3 - Race Level 5		

Name	Pts	Challenges	Notes	Portrait Reward
Tactical Command: Bronze	10	Score the rank of Bronze in the "Tactical Command" challenge mission	Terran Combat	
Tactical Command: Silver	10	Score the rank of Silver in the "Tactical Command" challenge mission.	Terran Combat	
Tactical Command: Gold	10	Score the rank of Gold in the "Tactical Command" challenge mission	Terran Combat	
Path of Ascension: Bronze	10	Score the rank of Bronze in the "Path of Ascension" challenge mission.	Protoss Combat	
Path of Ascension: Silver	10	Score the rank of Silver in the "Path of Ascension" challenge mission.	Protoss Combat	
Path of Ascension: Gold	10	Score the rank of Gold in the "Path of Ascension" challenge mission.	Protoss Combat	
For the Swarm: Bronze	10	Score the rank of Bronze in the "For the Swarm" challenge mission	Zerg Combat	
For the Swarm: Silver	10	Score the rank of Silver in the "For the Swarm" challenge mission.	Zerg Combat	
For the Swarm: Gold	10	Score the rank of Gold in the "For the Swarm" challenge mission	Zerg Combat	
Covert Ops: Bronze	10	Score the rank of Bronze in the "Covert Ops" challenge mission.	Terran Covert Ops	
Covert Ops: Silver	10	Score the rank of Silver in the "Covert Ops" challenge mission.	Terran Covert Ops	
Covert Ops: Gold	10	Score the rank of Gold in the "Covert Ops" challenge mission.	Terran Covert Ops	
Psionics Assault: Bronze	10	Score the rank of Bronze in the "Psionic Assault" challenge mission.	Protoss Psionics	
Psionics Assault: Silver	10	Score the rank of Silver in the "Psionic Assault" challenge mission.	Protoss Psionics	
Psionics Assault: Gold	10	Score the rank of Gold in the "Psionic Assault" challenge mission.	Protoss Psionics	
Infestation: Bronze	10	Score the rank of Bronze in the "Infestation" challenge mission.	Zerg Infestation	
Infestation: Silver	10	Score the rank of Silver in the "Infestation" challenge mission	Zerg Infestation	
Infestation: Gold	10	Score the rank of Gold in the "Infestation" challenge mission.	Zerg Infestation	
Harbinger of Death: Bronze	10	Score the rank of Bronze in the "Harbinger of Death" challenge mission.	Advanced Command	
Harbinger of Death: Silver	10	Score the rank of Silver in the "Harbinger of Death" challenge mission.	Advanced Command	
Harbinger of Death: Gold	10	Score the rank of Gold in the "Harbinger of Death" challenge mission.	Advanced Command	
Opening Gambit: Bronze	10	Score the rank of Bronze in the "Opening Gambit" challenge mission.	Economy	
Opening Gambit: Silver	10	Score the rank of Silver in the "Opening Gambit" challenge mission.	Economy	
Opening Gambit: Gold	10	Score the rank of Gold in the "Opening Gambit" challenge mission	Economy	
Rush Defense: Bronze	10	Score the rank of Bronze in the "Rush Defense" challenge mission.	Rush Defense	
Rush Defense: Silver	10	Score the rank of Silver in the "Rush Defense" challenge mission.	Rush Defense	
Rush Defense: Gold	10	Score the rank of Gold in the "Rush Defense" challenge mission.	Rush Defense	
Solid Gold	20	Obtain the rank of Gold in all the Challenge missions. " - Tactical Command: Gold - Path of Ascension: Gold - For the Swarm: Gold - Covert Ops: Gold - Psionics Assault: Gold - Infestation: Gold - Rush Defense: Gold - Opening Gambit: Gold - Harbinger of Death: Gold"		Spectre

MATCHMAKING

Name	Pts	Competitive	Notes
10 Wins: Very Easy	[50]	Win [10/25/50/100/250] Versus A.I. games against Very Easy opponents.	
5 Wins Streak: 2v2 Very Easy A.I.	[30]	Win [5/10/15] 2v2 Versus A.I. games in a row against Very Easy opponents.	2v2 Win Streak Very Easy
5 Wings Streak: 3v3 Very Easy A.I.	[30]	Win [5/10/15] 3v3 Versus A.I. games in a row against Very Easy opponents.	3v3 Win Streak Very Easy
2v2 Versus A.I. Coverage: Very Easy	10	Win a 2v2 Versus A.I. game as all race possibilities against Very Easy opponents.	2v2 Race Combinations
3v3 Versus A.I. Coverage: Very Easy	10	Win a 3v3 Versus A.I. game as all race possibilities against Very Easy opponents.	3v3 Race Combinations
Gosu Comp Stomp: Very Easy	20	Complete all Versus A.I. Very Easy achievements.	

Name	Pts	Versus A.I. Medium	Notes
10 Wins: Medium	[50]	Win [10/25/50/100/250] Versus A.I. games against Medium opponents.	
5 Wins Streak: 2v2 Very Medium A.I.	[30]	Win [5/10/15] 2v2 Versus A.I. games in a row against Medium opponents.	2v2 Win Streak Medium A.I.
5 Wings Streak: 3v3 Very Medium A.I.	[30]	Win [5/10/15] 3v3 Versus A.I. games in a row against Medium opponents	3v3 Win Streak Medium A.I.
2v2 Versus A.I. Coverage: Medium	10	Win a 2v2 Versus A.I. game as all race possibilities against Medium opponents.	2v2 Race Combinations
3v3 Versus A.I. Coverage: Medium	10	Win a 3v3 Versus A.I. game as all race possibilities against Medium A.I. opponents.	3v3 Race Combinations
Gosu Comp Stomp: Medium	20	Complete all Versus A.I. Medium achievements.	

Name	Pts	Versus A.I. Harder	Notes
10 Wins: Harder	[50]	Win [10/25/50/100/250] Versus A.I. games against Harder opponents.	
5 Wins Streak: 2v2 Harder A.I.	[30]	Win [5/10/15] 2v2 Versus A.I. games in a row against Harder opponents.	2v2 Win Streak Harder A.I.
5 Wings Streak: 3v3 Harder A.I.	[30]	Win [5/10/15] 3v3 Versus A.I. games in a row against Harder opponents.	3v3 Win Streak Harder A.I.
2v2 Versus A.I. Coverage: Harder	10	Win a 2v2 Versus A.I. game as all race possibilities against Harder opponents.	2v2 Race Combinations
3v3 Versus A.I. Coverage: Harder	10	Win a 3v3 Versus A.I. game as all race possibilities against Harder opponents.	3v3 Race Combinations
Gosu Comp Stomp: Harder	20	Complete all Versus A.I. Harder achievements.	

Name	Pts	Versus A.I. Elite	Notes
10 Wins: Elite	[50]	Win [10/25/50/100/250] Versus A.I. games against Elite opponents.	
5 Wins Streak: 2v2 Elite A.I.	[30]	Win [5/10/15] 2v2 Versus A.I. games in a row against Elite opponents.	2v2 Win Streak Elite A.I.
5 Wings Streak: 3v3 Elite A.I.	[30]	Win [5/10/15] 3v3 Versus A.I. games in a row against Elite opponents.	3v3 Win Streak Elite A.I.
2v2 Versus A.I. Coverage: Elite	10	Win a 2v2 Versus A.I. game as all race possibilities against Elite opponents.	2v2 Race Combinations
3v3 Versus A.I. Coverage: Elite	10	Win a 3v3 Versus A.I. game as all race possibilities against Elite opponents.	3v3 Race Combinations
Gosu Comp Stomp: Elite	20	Complete all Versus A.I. Elite achievements	

Name	Pts	Race Versus A.I.	Notes
Victory	60	Win a match against an [Easy/Medium/Hard/Harder/Very Hard/Elite] A.I. opponent.	
Terran Command	[50]	Win [10/25/50/100/250] Versus A.I. games as Terran.	Wins as race
Protoss Command	[50]	Win [10/25/50/100/250] Versus A.I. games as Protoss.	Wins as race
Zerg Command	[50]	Win [10/25/50/100/250] Versus A.I. games as Zerg.	Wins as race
Random Command	[50]	Win [10/25/50/100/250] Versus A.I. games as Random.	Wins as race
Supreme Command	20	Complete all the Race Versus A.I. achievements.	

Name	Pts	1v1 Unranked/Ranked	Notes
Solo Terran	[80]	Win [10/25/50/100/200/500/750/1000] 1v1 Unranked or Ranked games as Terran.	1v1 Unranked or Ranked Terran
Solo Zerg	[80]	Win [10/25/50/100/250/500/750/1000] 1v1 Unranked or Ranked games as Zerg.	1v1 Unranked or Ranked Zerg
Solo Protoss	[80]	Win [10/25/50/100/250/500/750/1000] 1v1 Unranked or Ranked games as Protoss.	1v1 Unranked or Ranked Protoss
Solo Random	[80]	Win [10/25/50/100/250/500/750/1000] 1v1 Unranked or Ranked games as Random.	1v1 Unranked or Ranked Random
Solo Hot Streak	[20]	Win [3/5] 1v1 Unranked or Ranked games in a row	1v1 Unranked or Ranked Win Streak
Solo Zen Master	20	Win 1000 Solo Unranked or Ranked games as each race option	

Name	Pts	Team Unranked/Ranked	Notes
Team Terran	[80]	Win [10/25/50/100/250/500/750/1000] Team Unranked or Ranked games as Terran.	Team Unranked or Ranked Terran
Team Zerg	[80]	Win [10/25/50/100/250/500/750/1000] Team Unranked or Ranked games as Zerg.	Team Unranked or Ranked Zerg
Team Protoss	[80]	Win [10/25/50/100/250/500/750/1000] Team Unranked or Ranked games as Protoss.	Team Unranked or Ranked Protoss
Team Random	[80]	Win [10/25/50/100/250/500/750/1000] Team Unranked or Ranked games as Random.	Team Unranked or Ranked Random
Team Hot Streak	[20]	Win [3/5] Team Unranked or Ranked games in a row.	
Team Zen Master	20	Win 1000 Team Unranked or Ranked games as each race option.	

Name	Pts	Competitive	Notes
FFA Gladiator	10	Destroy a total of 5,000 enemy units in Free-for-All Quick Match games.	FFA total kills across multiple games
FFA Destroyer	10	Win a Free-For-All Unranked game as each race option.	FFA win as each race
X Wins: FFA	[80]	Win [5/10/25/50/100/200/400/800] Unranked Free-For-All game.	FFA Unranked or Ranked
League Qualifier	10	Qualify for Unranked or Ranked in each of following modes: 1v1, 2v2, 3v3, 4v4	
Two-way Dominant	10	Win a 2v2 Unranked or Ranked game playing all race possibilities .	
		- 2 Terran - 2 Zerg - 2 Protoss - 1 Terran 1 Zerg - 1 Terran 1 Protoss - 1 Zerg 1 Protoss	
3v3 Stomp Coverage. Very Easy	10	Win a 3v3 Versus A.I. game as all race possibilities against Very Easy opponents.	
		- 3 Terran - 2 Terran 1 Zerg - 2 Terran 1 Protoss - 1 Terran 1 Zerg 1 Protoss - 3 Zerg	
		- 2 Zerg 1 Terran - 2 Zerg 1 Protoss - 3 Protoss - 2 Protoss 1 Terran - 2 Protoss 1 Zerg	
Gosu Comp Stomp: Very Easy	20	Complete all the Versus A.I. Very Easy achievements.	

MATCHMAKING

Name	Pts	Competitive	Notes
Training Day	10	Train 10 Marines during the first 320 seconds of a Melee game.	
Zergling Rush	10	Morph 20 Zerglings during the first 255 seconds of a Melee game.	
Zealot Push	10	Warp In 5 Zealots during the first 250 seconds of a Melee game.	
Fast Expand	10	Expand during the first 225 seconds of a Melee game.	
Erector Time	10	Build a Factory during the first 270 seconds of a Melee game.	Fast Tier 2
Warp In Time	10	Warp In a Twilight Council during the first 275 seconds of a Melee game.	Fast Tier 2
It's Morphing Time	10	Mutate a Lair during the first 285 seconds of a Melee game.	Fast Tier 2
The Rich Get Richer	10	Deplete 10 Rich Yield Mineral Fields in a single Melee game.	
Just A Scratch	10	Repair 1,000 life on allied units or structures in a single Melee game.	
City Builder	20	Complete all the Economy achievements.	
		- Training Day - Zergling Rush - Zealot Push - Fast Expand - Erector Time	
		- Warp In Time - It's Morphing Time - The Rich Get Richer - Just a Scratch	

Name	Pts	Unranked/Ranked	Notes
Yamato Master Blaster	10	Destroy 20 units with Yamato blasts in an Unranked or Ranked game.	Spells - Battlecruiser
Professionals Have Standards	10	Destroy 20 units with Snipe Rounds in an Unranked or Ranked game.	Spells - Ghost
Infested Terror	10	Destroy 30 units with Infested Terrans in an Unranked or Ranked game.	Spells - Infestor
Beep, Beep, Boom!	10	Destroy 6 units with a single Seeker Missile in an Unranked or Ranked game	Spells - Raven
Would you kindly...	10	Destroy 5 units with a single Neural Parasited unit in an Unranked or Ranked game.	Spells - Infestor
Unbreakable!	10	Destroy 40 units with a single unit in an Unranked or Ranked game.	
Auto-kill	10	Using Auto-Turrets, destroy 20 worker units in an Unranked or Ranked game	Spells - Raven
Raining Blood	10	Destroy a fully-loaded transport in an Unranked or Ranked game.	
Nuclear Launch Detected	10	Destroy 15 enemy units with a single Nuke in an Unranked or Ranked game.	Spells - Ghost
Terran Macro Master	10	Have 9 Terran units training simultaneously in an Unranked or Ranked game.	
Protoss Macro Master	10	Have 9 Protoss units warping in simultaneously in an Unranked or Ranked game.	
Zerg Macro Master	10	Have 21 Zerg units morphing simultaneously in an Unranked or Ranked game.	
Warp In Madness	10	Warp In 100 units with Warp Gates in an Unranked or Ranked game.	
Centurion Queen	10	Create 100 Larva with Queens in an Unranked or Ranked game.	Spells - Queen
Neighborly Help	10	Heal 300 life on allied units with Medivacs in an Unranked or Ranked game.	
The Flying Healbus	10	Heal 5,000 life with Medivacs in an Unranked or Ranked game.	Spells - Medivac
Frugal Fighter	10	Regenerate 500 shield energy on a single unit without taking friendly fire in an Unranked or Ranked game.	
A Roach's Life	10	Regenerate 500 life on a single Roach without taking friendly fire in an Unranked or Ranked game.	Mechanic - Roach regen
Shroom Absorption	10	Absorb 1,000 damage with hallucinations in an Unranked or Ranked game.	Spells - High Templar
Counter-Proof	10	Attack for 20 seconds with no counter-attacks in an Unranked or Ranked game.	
Carnage Hall	10	Destroy 4 Command Centers, Hatcheries, or Nexuses in an Unranked or Ranked game.	
Denied	10	Destroy an enemy Command Center, Nexus, or Hatchery while it is under construction in an Unranked or Ranked game.	
Hot Pickup	10	Load a Dropship with a unit that is under attack in an Unranked or Ranked game.	
MULE X'ing	10	Call down 30 MULE's in an Unranked or Ranked game.	Spells - Orbital Command
Big Brother is Watching	10	Hold a xel'naga tower for 5 consecutive minutes in an Unranked or Ranked game.	
Meet the Spy	10	Kill 5 Changelings in an Unranked or Ranked game.	Spells - Overseer
Supreme Being	20	Complete all the Unranked/Ranked Combat achievements.	

Name	Pts	Melee Combat	Notes
I See Dead Units	10	Destroy 10 cloaked or burrowed units in a single Melee game.	
Psionic Death	10	Destroy 20 units with a single High Templar in a Melee game.	Spells - High Templar
Meatgrinder	10	Kill 50 supply worth of units within 15 seconds in a Melee game.	
The Back Door	10	Using Warp Prisms, Warp In 50 units in a single Melee game.	Spells - Phase Prism
Zerglot	10	While playing as Zerg, Warp In a Zealot in a Melee game.	Spells - Infestor
Distorted Reality	10	Capture 50 enemy units in a single Vortex in a Melee game.	Spells - Mothership
To The Shadows I Run	10	Use Blink to save a Stalker in a Melee game	Spells - Stalker
Can't Touch This!	10	Dodge a Raven Seeker Missile in a Melee game.	
Fire Fighter	10	Save 8 burning Terran structures in a single Melee game	
One-Finger Discount	10	Cancel construction of a building that is being destroyed by an opponent in a Melee game.	
Just an Illusion	10	Control 15 Hallucinations at once in a Melee game.	Spells - Sentry
Welcome Back Commander	20	Complete all the Melee Combat achievements.	
		- I See Dead Units - Psionic Death - Meatgrinder - The Back Door - Zerglot	
		- Distorted Reality - To the Shadows I Run - Can't Touch This - Fire Fighter	
		- One-Finger Discount - Just an Illusion	

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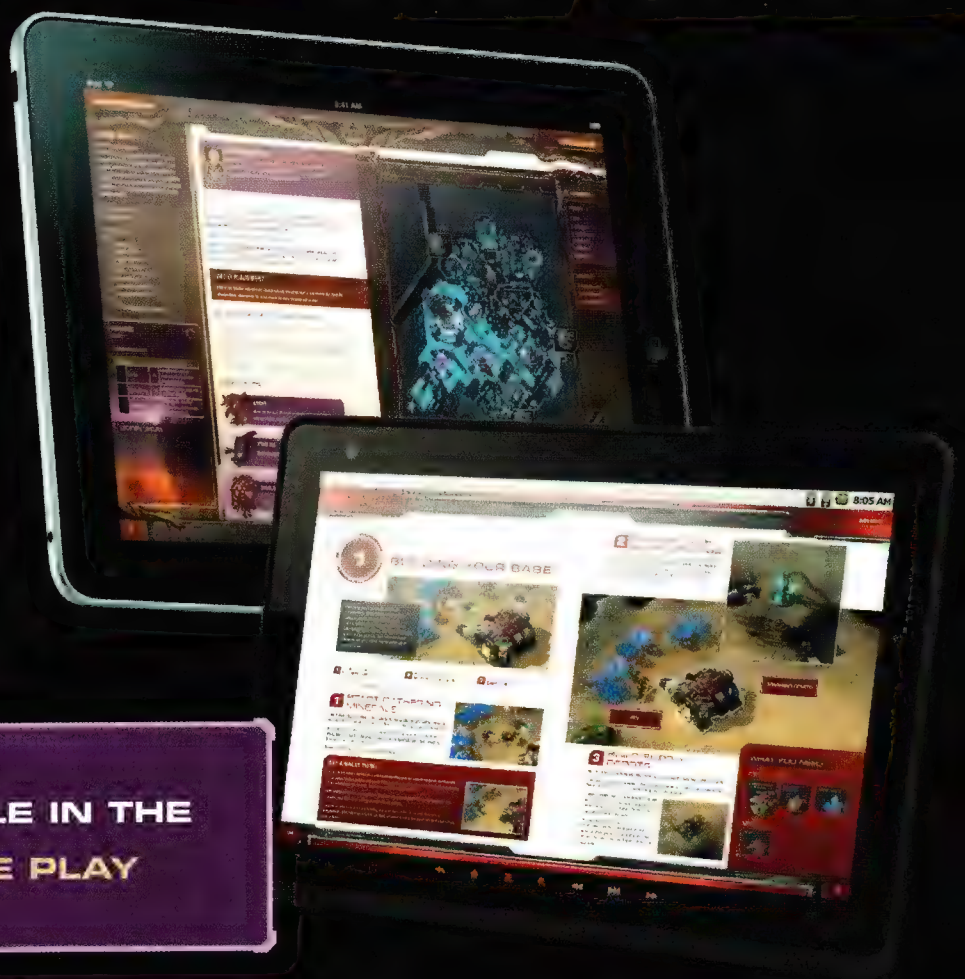

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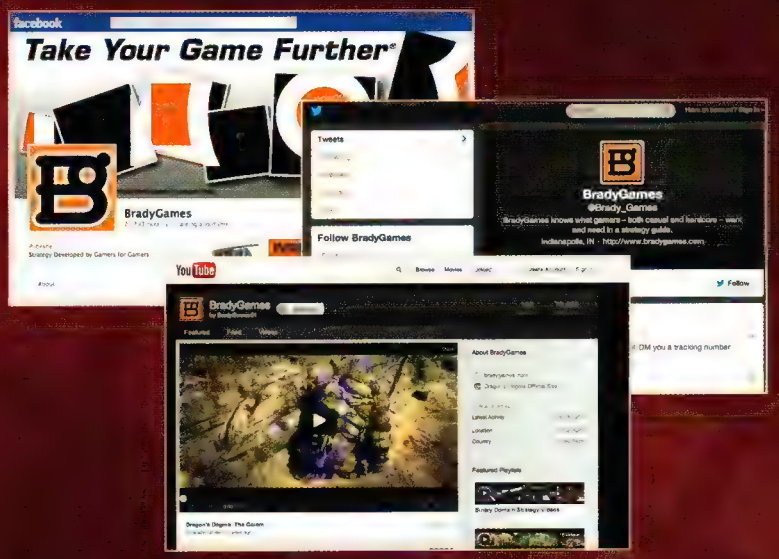

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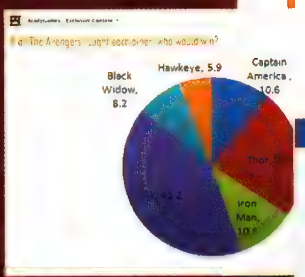

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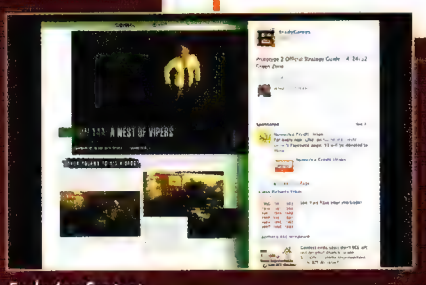
How well do you know The Skylanders?



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StarCraft II: Heart of the Swarm

Official Strategy Guide

Written by Rick Barba and Phillip Marcus

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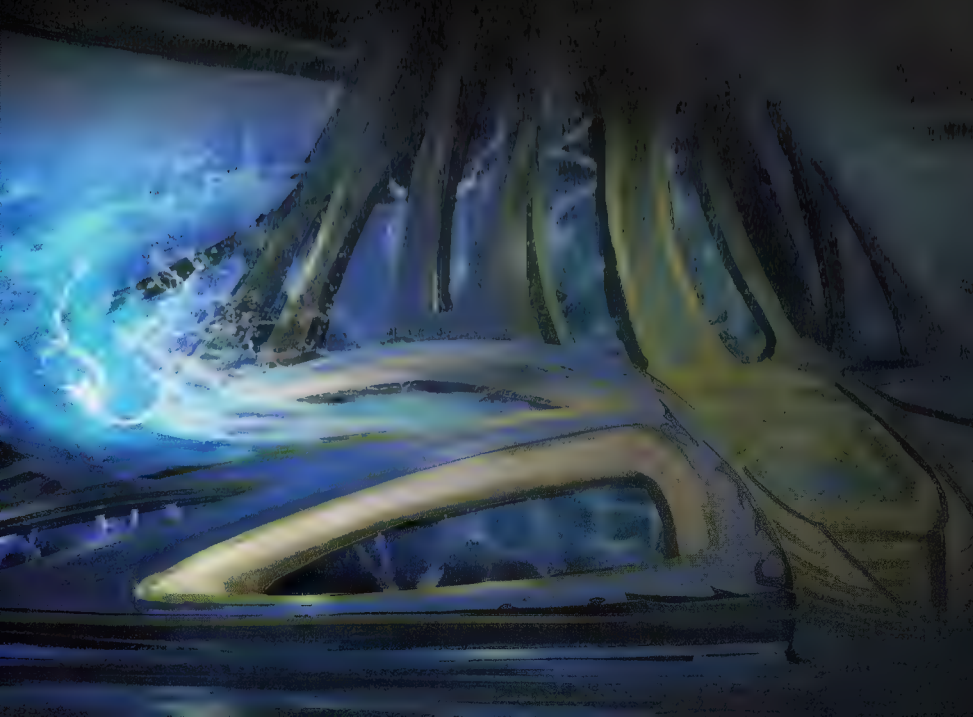

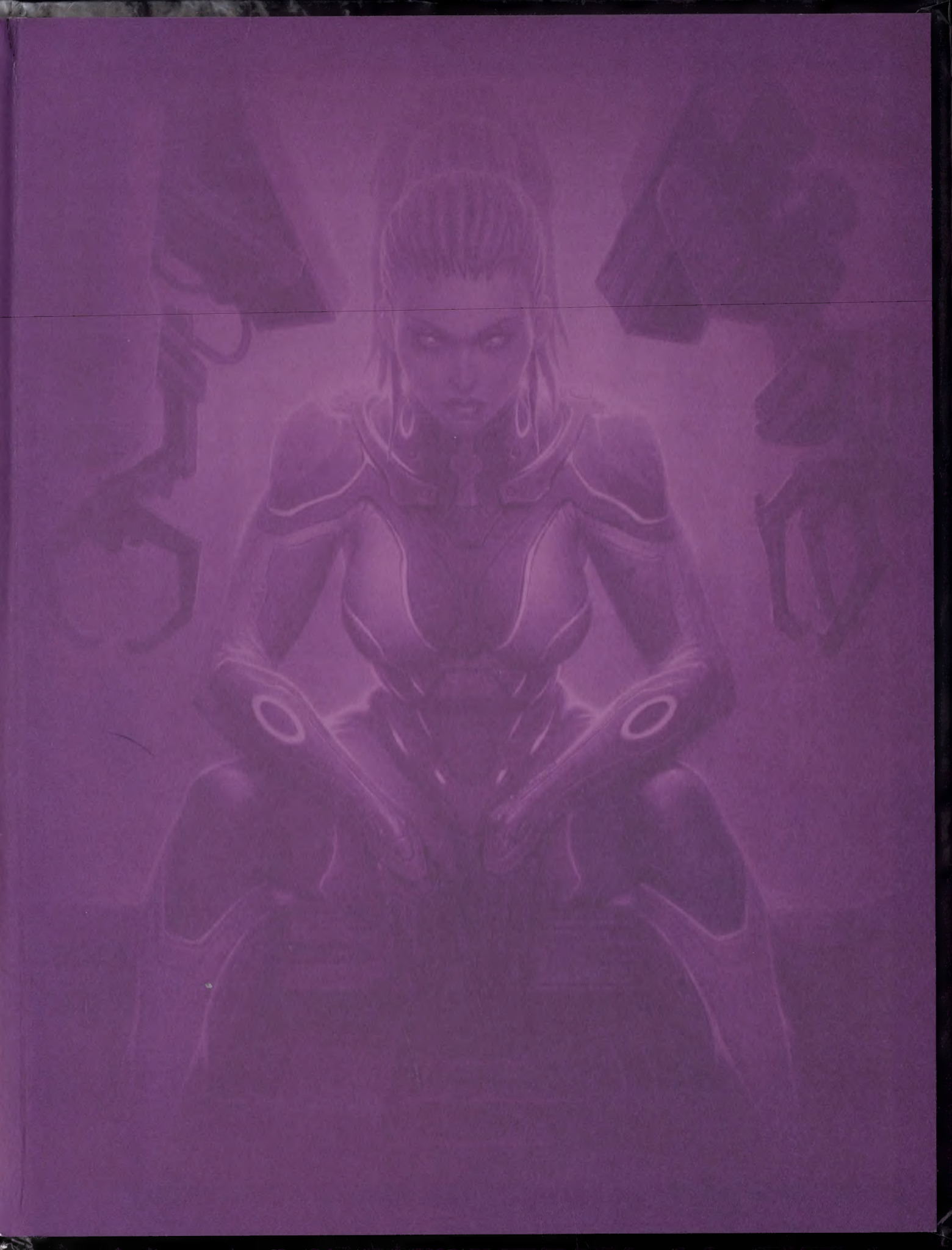

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